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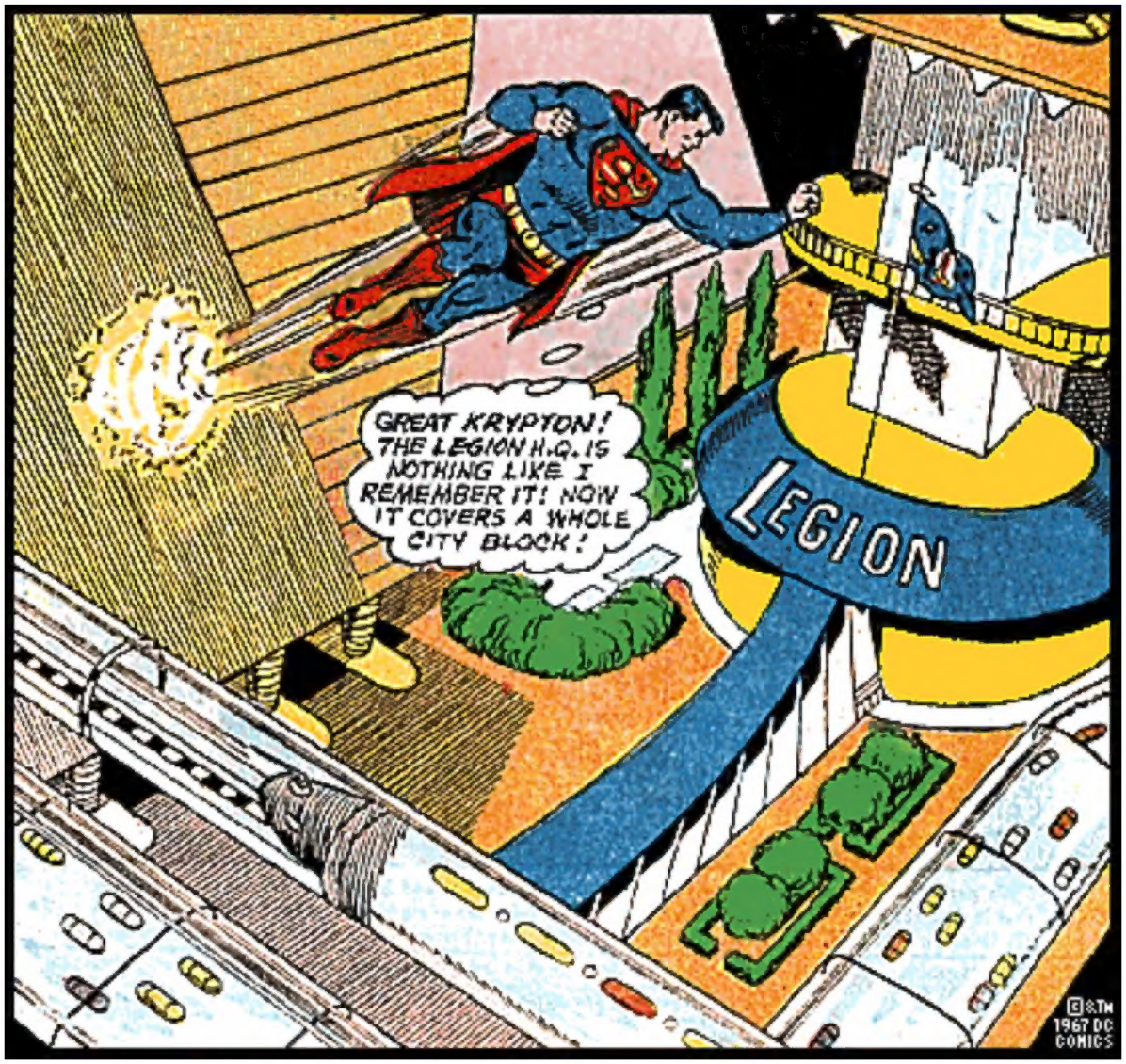

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An unofficial fan magazine dedicated to the Legion of Super-Heroes™

Legion Outpost II

number 6 (v1.11)

February 1996

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References: 60 years of DC Comics,
The Amazing World of DC Comics # 9 (Legion Handbook) by DC Comics,
the Legion of Super-Heroes sourcebooks by Mayfair Games,
The Legion of Super-Heroes Index, volumes 1 through 5, by ICG

A message from the publisher:

Welcome to *Legion Outpost II*, an electronic fan magazine dedicated to DC Comics' ***Legion of Super-Heroes*** and ***Legionnaires***. The original *Legion Outpost* was a popular fanzine published many years ago; this project is an attempt to continue that legacy. *Legion Outpost II* will contain regular features such as Who's Who pages and chronological listings of all appearances of the Legion of Super-Heroes. The real goal, however, is to involve the reader in helping to create the bulk of this magazine through the submission of letters and articles. I'm counting on you to help me publish this 'zine on a regular schedule. Send me your ideas, your letters, corrections ... any information you have which will help me put this all together. Please E-Mail all correspondence to outpost2@InfiniteEarths.org. The reboot of the Legion of Super-Heroes will all but disregard the original history. With *Legion Outpost II*, not only will that history be preserved, but younger fans will discover the same Legion that I fell in love with 20 years ago. Long live the Legion!

Section I - The team behind the team (part two):

This issue continues the brief autobiographies of the current Legion creators. Here again is a little glimpse into the lives of some of the people behind the Legion. Note: This bio was originally written six months ago for issue #4 but was bumped to this issue due to space restrictions (hence the *R.E.B.E.L.S. '95* reference).

TOM PEYER

Besides the two Legion books, my current work includes *R.E.B.E.L.S. '95*, the upcoming *NEW GODS* monthly with co-writer Rachel Pollack; and some upcoming stuff I can't talk about yet.

I initially approached the Legion assignment with some trepidation, because of the legendary level of fan involvement. I had read about a zillion LSH stories myself (I remember buying *ADVENTURE #300*, that's how ancient I am) but I hadn't kept up with the series in a long while, and I'd certainly forgotten many of the bits of LSH business you all seem to command so well. Imagine my relief when you turned out to be such a hospitable bunch. Turns out your fanaticism is a great motivator; nice to know someone's interested.

But enough about you...

Before going freelance in 1993, I was an editor for DC's VERTIGO line, where I reported to the LSH's old pal and editor Karen Berger (it seems she can't stop influencing the Legion's destiny no matter how hard she tries). I oversaw such titles as *ANIMAL MAN*, *BLACK ORCHID*, *DOOM PATROL*, *KID ETERNITY*, and the infamous *DOOM FORCE*. While working my way up to that lofty position, I spent a year as the assistant editor on *SANDMAN*, so I know lots of secret inside stuff about Neil Gaiman!

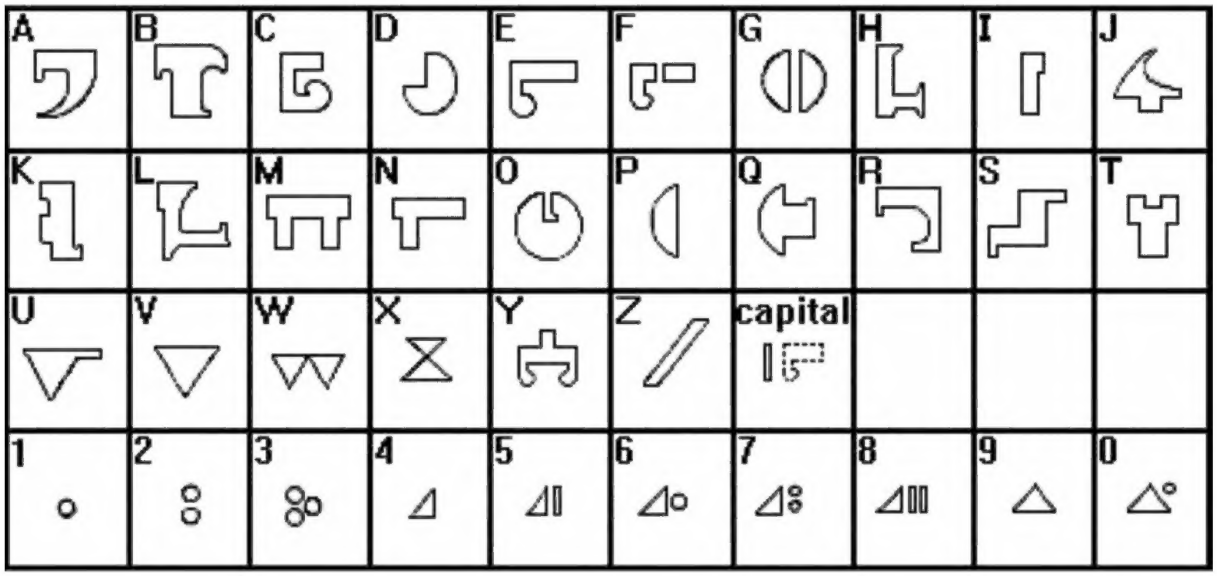
In the big, scary world outside of comics, my writing has appeared in >ahem!< *The New Yorker*, *The Village Voice*, *Harper's*, and *National Lampoon*. I've co-authored two books with Hart Seely: *O Holy Cow: The Collected Verse of Phil Rizzuto* [Ecco Press 1993], and *Ronald Reagan's Contradictionary* [Quinlan Press 1987], which I also illustrated. Seely and I are currently working on our next book.

I'm originally from Syracuse, New York, but I currently live in Miami, Florida with my wife, Sue, and our two exceptionally well-behaved cats, Ham and Cheese.

When not writing, I serve as the shadowy leader of P.E.Y.E.R., a secret organization that employs sabotage, deception and extortion toward its ultimate goal of crushing the Western democracies.

Section II - Interlac, the galactic language:

One of the greatest stumbling blocks that exists between any two cultures, perhaps the greatest, is the inability to communicate. Imagine then how critical a single language would be to beings of different worlds. It is for this very reason that the alien races of the DC Universe created Interlac. It is unclear exactly when Interlac was created, however it is known to have existed at least by Earth's 20th century. Like most languages though, Interlac has changed over time (an Interlac-speaking time traveler from the 30th century would have difficulty clearly interpreting what a 20th century Interlac-speaker was saying). Interlac remains the primary means of communication between members of the 30th century's galactic community. Presented below is the Interlac system as it relates to Earth's alpha-numeric system.



Section III - Romance in the Legion:

Presented below is an article on Legion romances written by AOL member RobS54. This article was created at the suggestion of Legion-creator Tom McCraw. Tom pointed out that an article of this type would be perfect for a February (Valentine's Day) issue of Legion Outpost II.

LEGION ROMANCE

by RobS54

They say that "Love Makes the World Go 'Round". But in the case of the Legion, it makes the "Universe Go 'Round". Since the initial days of the Legion as guest stars, romance has played a major role the storyline of our favorite group of heroes. What I have done here is mention, in no specific order, the Legion romances and those players involved. Included with each romance is a brief synopsis (with my own "slant", of course) of the overall impact on the humans, humanoids, and aliens in the Legion who have been in love.

Imra Ardeen (Saturn Girl) and Garth Ranzz (Lightning Lad/Live Wire)

From the very first story, it appeared that Imra and Garth were meant to be together. Cool-headed Imra, the "Ice-Maiden", and Garth, the "Storybook Hero", were at each other's side, fighting villains and catastrophe together. Missing limbs, mental breakdowns, and what could be the worst case of bad luck in the history of comics couldn't keep our lovebirds apart. They were the first Legionnaires to marry, leave the organization, and return (Duo Damsel and Bouncing Boy were the first to marry and leave permanently), as well as the first to bring unto this comic the "next generation" of Legion children.

Even in the latest "reboot" version of the Legion, while not yet together, they appear destined to be the envy of the many single members of the LSH. Cosmic Boy (Rokk Krinn) has always been part of their relationship; a friend to both and a friendly rival to Garth. While the newest version of the Legion saw some flicker of passion between Imra and Rokk, it was Garth she called for when trying to break out of her mental illness. Presently, only Saturn Girl is in the Legion, with Garth off on his own (having been kicked off the team) tending to the loss of his one arm.

Tinya Wazzo (Phantom Girl/Apparition) and Jo Nah (Ultra Boy) ...
Jo Nah and An Ryd ... Jo Nah and Sussa Paka (Spider Girl)

While Imra and Garth were the lovebirds, Tinya and Jo have always been the passion of the Legion. Two young kids who were romance, always at each other's side. In fact, the missions that one went on almost always seemed to include the other. Jo was often depicted in battle covering for Tinya or, at least, keeping an eye on her (as if she needed to be covered!). Their relationship started when Ultra Boy was accused of being a "traitor" to the Legion. Tinya was the only member who professed his innocence.

As a youngster, Jo was shown dating An Ryd of his home world Rimbor, but that relationship fell apart after he gained his powers and left the planet. Later, An resurfaced and was murdered during the Brainiac 5/Omega storyline. Jo also had a relationship with Sussa Paka (Spider Girl) in Giffen's Adult Legion storyline, after Tinya was "apparently" killed by Glorith, but neither of these relationships ever reached the level of love and romance that was the mainstay of the Phantom Girl/Ultra Boy romance.

Presently, in the reboot version, Apparition (Tinya) is "dead" and Ultra Boy is being pursued by Spider Girl of the Work Force.

Kara Zor-El (Supergirl)/Laurel Gand (Andromeda) and Querl Dox (Brainiac 5) ... Laurel Gand and Rond Vidar

One of the many concepts that the Legion storylines are based upon is that the past can't be changed. For if it was, it would have long-reaching, and possibly harmful, effects on modern-day 30th century. But that didn't stop Brainy from inventing the time bubble to go back and try and save Kara (way before any of us had ever heard of the Monitor and the "Crisis on Infinite Earths"). We were witness to his grief as she died, as we read a storyline where he kept replaying her death over and over, blaming himself for not saving her. When they first started out, Supergirl appeared unaware of Brainy's attraction, and her infrequent visits to the 30th century seemed to halt the relationship. But prior to the "Crisis", they were a solid number, one issue even having Kara thinking of living in Brainy's time.

With the introduction of Giffen's "5 Years Later" Legion (as they were referred), Kara became Laurel Gand of Daxam, a very tall, very beautiful, and somewhat noble heroine. However, we later find out that she did not stay with Brainy. She had left to fight the Khunds, somehow wound up with Rond Vidar (a Green Lantern), and had even had his child. When the "SW6 Batch" of Legionnaires were introduced, Brainy and Laurel were closer to being together again.

In the reboot, however, Andromeda (Laurel) turns out to be xenophobic and shies away from the green-skinned Brainy. Presently, she is in prison, as is Brainy. Who knows what will come of this relationship.

Lydda Jath (Night Girl) and Rokk Krinn (Cosmic Boy)

Well, what can you say about a woman who asks her father to make her into a super-hero so she can be near the man she loves? Lydda goes so far as to become Night Girl to be near ol' Rokk, and then gets turned down and joins the Subs. However, there has never been a more solid relationship; and there never was depicted any jealousy or fights between them. In the "5 Years Later" Legion, they are married and have a child.

We have yet to meet the new Night Girl in the reboot. However, it always appeared that Lydda brought an inner peace to Rokk; with what is going on in his life in the present series, is she what he needs to see clearly again?

Nura Nal (Dream Girl) and Thom Kallor (Star Boy) ... Nura Nal and Kenz Nuhor ...
Nura Nal and Marak Russen (Atmos) ... Thom Kallor and Yvyya Val

It's hard not to fall for a girl who everyone calls Dreamy! Throughout her long history, she always played the field, flirting and being the "Legion Hussy". In the *ADVENTURE COMICS* story where she was introduced, Nura was cold and distant. She was trying to remain that way in order to get Legionnaires expelled or punished so they could not go on a mission where she saw a group of them killed. From the very first moment he saw Nura, Star Boy was hooked on her. They obviously became an "item", but their romance didn't get off the ground until Star Boy was expelled for killing Kenz Nuhor in self-defense. Kenz was Nura's boyfriend on Naltor until she fell for Thom. When he was expelled, Thom joined Nura in the Legion of Substitute Heroes, where they stayed until they were both reintroduced as "Sir Prize" and "Miss Terious". At that time, both were reinstated into the Legion.

But Nura's roving eye led to the end of that relationship, for she was caught "playing the field". That led to Thom accepting the position as "Planetary Protector" when Atmos left Xanthu. Then, Nura met up with Atmos and wound up dating him. During the "5 Years Later" saga, Nura was fat (oops, I mean portly) and the High Seer on Naltor, while Thom married Yvyya Val and ran a sports team.

In the reboot, Thom is back ... and Nura? Well, most likely, she's hanging out at the malls on Naltor trying to pick up guys!

Salu Digby (Shrinking Violet) and Gim Allon (Colossal Boy) ...
Gim Allon and Gigi Cusimano ... Salu Digby and Ord Quelu (Duplicate Boy) ...
Gim Allon and Yera

Now hang on, for this one can get confusing. Gim and Salu join the Legion around the same time. We find out much later that prior to getting his powers, Gim was a member of the Science Police and had a relationship with Gigi Cusimano. That fell apart when he gained his powers and joined the Legion. Colossal Boy (what a geek codename!) falls for Shrinking Violet, who never sees him as more than a "big brother". He in turn refers to her as his "flower girl" (hold on here, I'm going to hurl!). She in turn falls for Ord Quelu (or Quelu Ord, as his name can be said both ways), who lives in a distant part of the galaxy and who she sees rarely. Ord (a.k.a. Duplicate Boy) pals around with the Heroes of Lallor, while his "girl" pals around with his biggest rival.

As the years move on, Vi is captured and replaced with Yera, a native Durlan, who poses in this role for the "Free Imsk" movement. She is told that Vi has agreed to this switch. Gim, Cham, Jan, and Brainy find out and help free her, but not before Yera finds out she was duped ... nor before she falls in love with Gim and marries him! After she is discovered, they stay together. In the "5 Years later" storyline, Gim and Yera were still together, he working for the United Planets Science Police.

And Vi? Well, she tells off Duplicate Boy and socks him in the jaw for knowing "she" was someone else (Yera) but thinking the relationship was all legit. Duplicate Boy goes off and gets involved with someone else on his home planet. Vi? Well, read on - - you ain't gonna believe it!!!

In the reboot storyline, Vi is shy and quiet, yet quickly breaking out of her shell. Gim is now Leviathan, a lot of bravado, but apparently clumsy and unsure of himself. Gigi has been introduced as part of the Science Police. Duplicate Boy has yet to be introduced.

Ayla Ranzz (Lightning Lass/Light Lass) and Brin Londo (Lone Wolf/Timber Wolf/Furball) ...
Brin Londo and Marella Tao ... Brin Londo and Gemini ...
Ayla Ranzz and Salu Digby (Shrinking Violet) (!?!?)

Okay, let's start here. Light Lass meets Lone Wolf who believes he's an android, but is actually a human who has been hypnotized into thinking so. She (Ayla), the "beauty", falls for him, the tough "loner", and starts a long-term relationship. He (Brin) is there for her, but never really tells her the "things she longs to hear". Brin joins the Legion as Timber Wolf and both have a long Legion history. They stay together until the "Great Darkness Saga", where Ayla decides to leave the Legion and Brin elects to stay. They fall out of love, but the "magic" is still there.

Vi, deciding to "change a few things", starts a strong relationship with Ayla. Many readers felt this relationship had gay overtones. Although a lot is hinted at, nothing is ever definitely determined (I personally go with the strong friendship theory). Brin develops a romantic relationship with Marella Tao, a news reporter, in the meantime.

In the "5 Years Later" storyline, Ayla and Vi are still close friends. Brin has morphed into Furball due to "Black Dawn" accident, an event which we never really found out much about. He then becomes less feral due to the Gemini entity ("the next step in human evolution"); is sent back in time to the 20th century for his own mini-series (where he has a "relationship" with Gemini ... well, sort of); is sent back to the future; is cured of the Furball condition; and then proceeds to not yet exist. Clears it up for me!

In the reboot Legion storyline, Ayla is still her great and beautiful self (and has a secret admirer). She and Vi have started a friendship, Brin has not yet been introduced, and we have yet to see if the Gemini entity will exist in this reality.

Luornu Durgo (Triplicate Girl/Duo Damsel/Triad) and Chuck Taine (Bouncing Boy)

Both Chuck and Luornu joined the Legion relatively early on (she somewhat earlier, being 4th in the group, he 16th). While there was a time difference between their joining, they were both depicted early on in the Legion stories. At first, neither showed much interest in the other. With the initial introduction of Dr. Regulus, it was first hinted at that Luornu (then Duo Damsel) had a crush on - - Superboy! In that issue, Cosmic Boy says "Why not, he's one of the most powerful Legionnaires!". Well, I think that this is the classic "sometimes you don't know what you have under your nose" romance. It became apparent to the readers that this "long-time" romance between Luornu and Superboy wouldn't work out because of their placements in time, as well as Superboy not reciprocating the interest.

Chuck would lose and regain his powers in what seemed like every other issue (but was actually only a few times). He went on to play the role of a "second-string hero", while Luornu remained somewhat more active in the stories. At the first introduction of Mordru, where she and two other Legionnaires go back in time to escape him, Luornu is seen crying herself to sleep over thinking about who Superboy will grow up and marry. In another story, where they were both trapped on another planet with a few other Legionnaires, Luornu confesses to Chuck (who had his powers again) that she feels her powers are basically useless. He tells her they aren't, but that even if they were, he thinks she is pretty and adds "some class" to the organization.

From that point on, they become an "item", and it appears that both find happiness. In *SUPERBOY [first series] #200*, which in my mind is one of my favorite Legion stories, Chuck loses his powers again, and he and Luornu marry. Throughout the rest of the storylines, Chuck and Luornu stay together: being explorers, helping to save the day during "Earthwar", as teachers at the Legion Academy, and then on to training cadets for the United Planets Militia during the "5 Years Later" saga. This, in my estimation, is probably the strongest relationship in Legion history after Saturn Girl and Lightning Lad.

In the reboot storyline, Luornu is called Triad and is an active member. Chuck is an architect without any powers (yet). Luornu's crush on Superboy has now become a crush on Valor. A thousand years earlier, Valor helped free Luornu's people from the Dominators and started the settlement of such worlds as Cargg, her homeworld.

Tasmia Mallor (Shadow Lass) and Lar Gand (Mon-El/Valor)

Shadow Lass has never been an exceptional favorite of mine, and I could really do without Mon-El (although I have enjoyed Valor somewhat more). Even the rationale for Shadow lass joining the Legion is shallow. Her planet was under the influence of the Fatal Five, and she thought she wouldn't survive the battle, so they let her in. However, in later issues, she states that she joined to be near her "crush" - - Brainiac 5. Brainy returns nothing to Shady, and she sets her sites elsewhere - - Mon-El. I see this relationship as the "transparent valley girl and the big surfer boy", each deserving the other. Mon-El, while knowing much in the field of science, was fairly dull when it came to logic and thinking (when compared to many other Legionnaires), and often thought with his fists. He also was, after Timber Wolf, the other major

"loner" in the group, and would take off to be by himself or with Shady. Mon-El goes on to get seriously hurt, and Shady marries him, professing her love by cutting off part of her finger! In the "5 Years Later" storyline, Shady pined away for Mon-El, he reappeared, then disappeared. Mon-El became Valor, sort of, and then later everyone really disappeared.

In the reboot storyline, Valor has now resurfaced from the Stasis Zone and is in the 30th century. Triad, who worshipped him as a god, is smitten with him, but he is not accepting of the "god" role. Shady has yet to be introduced.

Reep Daggle (Chameleon Boy) and Princess Elwinda ... Reep Daggle and Janice Warren

Cham was always depicted as male, but to me, a character that can change shape is somewhat androgynous in nature. Cham always was seen as a friend by all, and a very popular member, but no romance existed for him within the Legion. Two stories unfolded that gave him love and romance. In a story from 1969, Cham was part of a contest to see who was the mightiest Legionnaire (this story arc introduced the Wanderers). Cham won the contest and was then teleported away to another dimension, appearing in the form of Bouncing Boy. He was asked to fight a villain, and if successful, would win the hand of the lovely Princess Elwinda. At first, when his true form was discovered, they would not let him fight. Through a series of incidents, he did fight and was successful. The lovely Elwinda, in the classic "Beauty and the Beast" manner, falls for Cham. They receive permission to marry, but the Legionnaires teleport him back before the marriage can take place.

Then, later that year, Princess Projectra takes Cham to see a friend, Janice Warren, who is the spitting image of Princess Elwinda. Trying to change his looks to meet her standards (since he gives her the "creeps"), he is discovered, but not before he helps outsmart a crook. Janice realizes that it is Cham and starts what looks like a relationship with him. However, she is never seen again. In the storylines from then on, including his stint as advisor to the SW6 Batch of Legionnaires, Cham has not been involved in a serious relationship.

In the reboot storyline, he is an active member, trying to learn Interlac. As of yet, neither Elwinda nor Janice has been introduced.

Lyle Norg (Invisible Kid I) and Myla

Invisible Kid was pretty much a loner throughout his first stay in the Legion. While friendly and popular, he was often seen by himself. A scientist by trade, he was usually found in a lab or working on a project. In 1965, in a story which was also the first appearance of Glorith, Lyle was dating a woman named Markita, who was serious on marriage. Lyle, being too young for a serious commitment, stepped out on her during a crisis. We never heard of her again.

From that point on up to *SUPERBOY [first series] #203*, Lyle was pretty much a loner. However, he admits in that issue to Phantom Girl that using his invisibility power, he was able to enter a "special dimension" where he met Myla, the girl of his dreams. It is only after Lyle is killed by Validus, that we the readers and the Legion find out that Myla is a ghost trapped in that dimension. Her last words to the Legionnaires are "Don't worry, I'll take good care of Lyle for you.". It was a remake of the classic "only death can bring these lovebirds together" storyline.

In the reboot storyline, Lyle is active in the Legion, both as a member and a scientist. There has been speculation among the readers that he is the "secret admirer" of Spark.

Projectra (Princess Projectra/Sensor Girl) and Val Armorr (Karate Kid I)

Entering the Legion together, Jeckie and Val's romance was almost apparent from their first appearance. Val was Jeckie's protector; so it was an easy move for him to be seen as her bodyguard when she left the Legion to rule Orando. Even when marrying, he was known as the Queen's Consort. They never left each other's side, always there for one another. The beautiful relationship: royalty and power together. When he died at the hands of Nemesis Kid, you knew they would never ever be apart, nor would there ever be another for Jeckie. Both were reintroduced in the SW6 Batch, but died together in battle.

In the reboot Legion, Val is back as Karate Kid, but as part of the Work Force. Jeckie has yet to be introduced.

Dawnstar and Drake Burroughs (Wildfire)

What about the love we cannot have: forbidden, yet there to taunt. This was the story of Wildfire, a being of anti-matter, and Dawnstar, an Amerind with wings and beauty like the stars. There was magnetism from the first time Drake introduced the Legion to the Academy student named Dawnstar, and it was there throughout their "friendship" years. Dawnstar was at first hesitant to return the feelings, but after many years she realized that Drake may very well be the soulmate that she went on a "grand tour" of the galaxy looking for. They tried to be friends, then lovers, but their differences were too great. At the end, they were caused to be apart, but the readers knew they were more alike than different. So far in the reboot storyline, neither has been introduced.

Mysa Nal (White Witch) and Blok

This relationship always was the one depicting "my big brother will take care of me" angle. From the first time that Blok met Mysa on Naltor during the "Great Darkness Saga", there was a love that could have, but never did, go beyond that of friendship. Blok was depicted as being unsure of human emotions, and every time he tried to approach Mysa, she seemed unaware of his intentions. During the "5 Years Later" storyline, Blok was murdered by Roxxas.

We then saw Mysa in grief, watching holo-vids of Blok protecting her. This was the only time when Mysa may have realized that Blok was more than just a friend.

In the reboot storyline, Blok has yet to be introduced. Mysa is depicted as a horrible old woman (a hag), which follows her first introduction as part of the Devil's Dozen way back in *ADVENTURE COMICS*.

Jan Arrah (Element Lad) and Shvaughn/Sean Erin

This is the strange one! When I was a kid (I'm 40 now), many a fan questioned whether Jan was gay. Many of the things he said about being alone and different (as his race was wiped out) were interpreted by fans as his not fitting into the "mainstream heterosexual mold". In *ADVENTURE COMICS #373*, we see Jan taking Marya to the sky drive-in. That was the only date we ever saw him on. This question of Jan, gender identity, and preferences remained one of speculation for most of the Legion history.

Then along comes Shvaughn Erin, Legion liaison, who falls madly for Jan. At first he is hesitant, hinting at wanting to "tell her things" about himself. But in most storylines, he and she are depicted as a normal couple, and even at times seeming "hot and heavy". Then, during the "5 Years Later" storyline, we found that Jan left the Legion to pursue his religious beliefs, and that Shvaughn was actually Sean, a man who had fallen in love with Jan and taken "ProFem" to make himself a female. Jan found out, and we are left to believe that either Jan knew all along or that he wasn't concerned about a man returning his love. That storyline stopped before readers could see the final outcome of the relationship.

In the reboot storyline, Jan has been reintroduced as a protégé of R. J. Brande, but has yet to join the Legion. Shvaughn has been seen as a Science Police member, and has been assigned as Legion liaison.

Eve Aries (Saturn Queen) and Tenzil Kem (Matter-Eater Lad)

Ya gotta love a hero with a name like "Matter-Eater Lad". Tenz is the class clown, the one everyone thinks is the goof, but he really does this to hide how intelligent and crafty he is underneath. Tenz went to Tartarus, met up with Prince Evillo, and fell for Eve Aries, who was now one of Evillo's wives (his own Devil's Dozen, sort of). They were banished to "hell", came back, and overtook Evillo. Soon after, Tenz agreed to marry Eve and remain on Titan as her consort. This story takes place in the "5 Years Later" storyline.

In the reboot, Tenz is the cook for the Legion, and Saturn Queen has yet to appear.

Drura Sehpt (Infectious Lass) and Jacques Foccart (Invisible Kid II)

In the "5 Years Later" storyline, Jacques left the Legion to run the underground resistance movement. Drura was shown to be his wife. We have no idea how they got together, how they fell in love, nor do we know why. We do know she was there when the Legion was falling apart during the "five year gap", and that she left the Legion to join Jacques. But hey, isn't it every man's dream to marry a woman who could make him sick every day for the rest of his life? So far, neither character has been reintroduced into the reboot storyline.

Mysa Nal (White Witch) and Mordru

We know that Mordru was a sorcerer on the Sorcerers' World, and that it was he that tested Mysa when she was becoming the White Witch. It was also Mysa that helped revert Mordru to a child-like man. In the "5 Years Later" storyline, Mysa left the Legion over her teammates anger over the destruction of Daxam, and somehow found "happiness" with Mordru on the Sorcerers' World. Unfortunately, that happiness was shallow, as we came to learn that Mordru had become his old evil self and that she was just a part of his harem of woman from throughout the galaxy. As of yet, Mordru has not been reintroduced.

Well, that's my angle on the Legion and romance. These comments are my own, and are not there to personally upset or anger anyone. One of the best things about being part of the Legion family of fans is that we each have our own favorite characters and that the Legion is something different to each person. Many of you will agree with some of what I have said; others will disagree. Did I miss any relationships? Let me know. The bottom line is that I had a lot of fun writing this article!

I started reading the Legion when I first picked up an old *ADVENTURE COMICS* while waiting to get my hair cut at around 8 years old ... and I have never stopped. For those of us here from the beginning, there is nothing better than a good Legion tale! Giffen, Levitz, Lightle, the Bierbaums, and all the rest - - thanks for giving us this universe and its members! It's been a blast so far, and I can't wait to see what comes next! LLL!

Section IV - Worlds of the DC Universe (part 4):

Presented below is the fourth installment of Encyclopedia Galactica, a guide to the worlds of the DC Universe. This installment completes the guide to the Legion homeworlds.

Encyclopedia Galactica

ZEROX, THE SORCERERS' WORLD

Famous Natives: Mordru (Wrynn of Gemworld, husband of the White Witch); Second home to the White Witch.
Native Abilities: Most residents of this world study the mystic arts.
History: Over a millennium and a half ago, sorcerers from Earth decided to leave their homeworld and found a new land for themselves. Thus they established Gemworld, a suitable planet located in another dimension. They funneled their magic into twelve gemstones, each representing a different kingdom. Power struggles occasionally troubled Gemworld, however all that ended in the late 20th century when the legendary Amethyst consolidated the power into her being and then merged with the planet. She returned briefly in the early 21st century to stop the corrupted mage named Wrynn, now called Mordru, from threatening Gemworld. Amethyst buried Mordru within Gemworld for nearly a thousand years. Sometime between the 20th and 30th centuries, the entire world of Gemworld was moved into the Earth dimension. This planet would eventually become known as Zerox, the Sorcerers' World. Zerox was covered by great oceans and had very little dry land. Its population was distributed across numerous chains of islands. One such island was the Teacher's Isle, home of the most powerful sorcerers on the planet. Mordru escaped his confinement in the 30th century but his evil nature was not at first apparent. He studied on Teacher's Isle and instructed Mysa Nal, who would later be known as the White Witch. Eventually, Mordru's true nature was revealed and he would spend decades trying to conquer the galaxy. In 2989, a powerful entity known as the Archmage freed itself from the planet's crust and unleashed magic across the physical plane, starting the Magic Wars. The spirit of Amethyst arose once again and helped the Legion of Super-Heroes battle the evil being. The Archmage was tricked into destroying Zerox, killing himself and freeing the spirit of Amethyst.

THARR

Famous Natives: Polar Boy (Brek Bannin).
Native Abilities: Generation and projection of intense cold.
History: The planet Tharr is a Terran colony, established a millennium ago. Tharr is the sole planet in orbit around its giant blue-white star. It is an extremely dry and hot world, almost uninhabitable. When its mineral deposits were surveyed, it was deemed too valuable to ignore. The colonists of Tharr needed to develop new environmental technologies just to survive there. They constructed underground dwellings with massive cooling towers to chill and circulate the outside air. Over time, the Tharrians developed the ability to generate fields of intense cold to counter the heat. Most of the buildings on the planet are constructed underground to take advantage of Tharr's geologically cold core.

TEALL

Famous Natives: Quislet (⧧□△, unpronounceable).
Native Abilities: All creatures from Teall are composed of pure energy. Teallians can inhabit and animate nearly any matter, however the inhabited object quickly breaks down and disintegrates.
History: Teall is not so much a world as a dimension. Teall is believed to be a microdimension accessible only through a black hole. Like the dimension itself, the inhabitants of this realm are composed of pure energy. The sentients there are actually remote forms of a group mind. The energy beings created a solid spacecraft, the Trans-D-Vessel, which would enable one of their number to search for other energy creatures who could be converted to the Teallian group mind. The being who would later be known as the Legionnaire named Quislet, a singular entity with an atypical degree of independent thinking, was chosen to be the ship's pilot. Quislet, however, enjoyed his free existence and had no desire to merge with the central mind. He took the craft straight into a black hole, eventually emerging in the Earth dimension. The Teallians later learned of Quislet's location and attempted to retrieve their craft and punish the traitor. With the help of friend and fellow Legionnaire Wildfire, Quislet escaped the wrath of the energy beings. Quislet was forever exiled from the place of his birth. It is unlikely that any other Teall natives would venture into our space.

HYKRAIUS

Famous Natives: Tellus (Ganglios).
Native Abilities: Limited telepathy and telekinetics.
History: Hykraius was only recently discovered by the Gil'dishpan. The planet is covered by what the inhabitants call Great Mother Ocean, a liquid soup composed of water, methane, and other elements common to the atmospheres of other inhabitable worlds. The Hykraians, the intelligent lizard-fish native to this world, swim along the tides of the methane oceans. Because of its remote location and hostile atmosphere, Hykraius is rarely visited by members of the United Planets. In fact, members of the Legion of Super-Heroes were among the first non-natives to see this world other than the Gil'dishpan.

ANTARES II, THE PROTEAN PLANET

Famous Natives: Proty *[I]* (faked the sacrificing of his own life to revive the recently dead Garth Ranzz/Lightning Lad, secretly inhabited Ranzz's body); Proty II; Kid Quantum a.k.a. the Soul of Antares (aliases used: James Cullen, Rouvin).
Native Abilities: Shape-shifting, telepathy.
History: The second planet in orbit around the orange star Antares is home to the peaceful race called the Proteans. Originally, the Protean race resembled globes with eyes. They acquired their protoplasmic forms many centuries ago during the Second Llorn Age. The scientific humanoid race called the Llorn landed there and adopted the creatures as pets. When a passing star altered the orbit of the planet, the climate changed and became too hot and dry for the Llorn to remain there. Using an evolution device, the scientists altered the Proteans so that they could survive and adapt to the different environments which would surely follow. The Llorn trained the Proteans in self-actualizing mental exercises that, when combined with the Llorn's science, allowed the Antaran natives to blossom into full-fledged telepathic shape-shifters. In early 2973, one of the Proteans violated the teachings of the Elders and revealed secrets of their world and powers to an enchanting visitor. They were attacked and about to be enslaved. The Proteans gathered their minds together and transferred them into the one who had inadvertently betrayed them. This vessel, known as the Soul of Antares, assumed human form, was stripped of his telepathic and shape-changing powers, and was smuggled off the planet. Only seven Proteans retained their sentience, so that when the threat to their race was ended, they could recover and restore their race's intelligence. Unaware that the seven were hiding amongst their mindless brethren, and believing that the population of Antares II were now useless, untrainable protoplasmic husks, the conqueror left the Protean homeworld. Although the Proteans are very intelligent, it took many years for the United Planets to recognize them as sentient beings with full rights.

AAROK

Famous Natives: XS (Jenni Ognats, "reboot" reality only).
Native Abilities: None.
History: Nothing extraordinary can be said of this typical human colony world other than it is the homeworld of the Legionnaire named XS. Jenni Ognats, XS, is the daughter of the Aarokian Jeven Ognats and his wife, Dawn Allen of Earth.

ALEPH

Famous Natives: Kinetix (Zoe Saugin, "reboot" reality only).
Native Abilities: None.
History: Aleph is ruled by a governmental body called the Council. When the citizens of Aleph learned that one of their own, Zoe Saugin, acquired the ability to manipulate and restructure inanimate objects, they considered her an aberration of nature. When the Council introduced Ms. Saugin to the Legion of Super-Heroes as their planet's representative, they assured the Legionnaires that they did not agree with that sentiment. The truth of their words is suspect.

VYRGA

Famous Natives: Gates (real name unknown, "reboot" reality only).
Native Abilities: None.
History: Vyrga is home to a race of intelligent insect-like creatures. These sentients live in the jungles of their planet, enjoying a more natural, less technologically-oriented lifestyle. One of Vyrga's natives has the ability to teleport himself or other objects short distances. He was drafted as his planet's representative in the Legion of Super-Heroes but refused to go. Eventually, his leaders "persuaded" him to join.

Section V - Who's Who in the Legion of Super-Heroes (part 6):

code name: ***Spark***™
real name: **Ayla Ranzz**
planet of birth: **30th century Winath (a.k.a. Amarta). Winath was colonized in the late 20th century by Earth metahumans.**
powers: **Lightning powers (derived from accident).**
historical first app.: **ADVENTURE COMICS # 308 (May 1963)**
modern first app.: **LEGION OF SUPER-HEROES [fourth series] #0 (October 1994)**
historical data: **Twin sister to *Lightning Lad*, younger sister to *Lightning Lord*. Ayla replaced her twin in the *Legion of Super-Heroes* when it was believed he was dead. Ayla began and ended her career as *Lightning Lass*. She used the name *Light Lass* during the years when her powers, which were altered by *Dream Girl*, were limited to the ability to make things super-lightweight. Ayla had a long term relationship with *Timber Wolf*. She later developed a close friendship with *Shrinking Violet*.**
modern data: **Twin sister to *Live Wire*, younger sister to *Lightning Lord*. Ayla replaced her twin in the *Legion of Super-Heroes* as *Spark*, Winath's official representative. Later, after being exposed to the power of the Source, Ayla's lightning powers were replaced with the ability to make things super-lightweight.**

Garth Ranzz, his twin sister Ayla, and older brother Mekt "borrowed" their parents new space cruiser and took it for a spin around the local space sector. Unfortunately, Mekt had not noticed the cruiser's low charge until they were well distanced from their home planet of Winath. Mekt was forced to make an emergency landing on the closet planet, Korbal, the world of the lightning beasts. While Mekt was certain they were stranded, Ayla suggested that the beasts could be coaxed into re-charging the cruiser's depleted capacitor. All three were rendered comatose when the beasts instead "re-charged" them. The three were rescued and spent months unconscious in medi-chambers. By the time Garth and Ayla had recovered, their reckless brother was gone. The twins soon discovered that their run-in with the lightning beasts had bestowed upon them the ability to generate lightning bolts. Garth ran away from home to look for Mekt. Soon after, he became a founding member of the Legion of Super-Heroes. When United Planets officials became aware of Garth's runaway status, they removed him from the Legion and replaced him with his sister Ayla as Winath's representative. Ayla gladly joined the Legion as Spark, causing a rift between her and her twin. Many months later, while stranded in the 20th century, Ayla was exposed to the effects of the Godwave and the power of the Source. To her dismay, Ayla's lightning powers were replaced with the ability to make things super-lightweight.

Spark (Lightning Lass, Light Lass, Gossamer)
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Section VI - Legion checklist [historical] (part 6 - 1993 to Sept 1994):

The following is part 6 of a chronological checklist of the historical version of the Legion of Super-Heroes. This list is not limited to just Legion appearances but also includes Legion cameos and appearances by such supporting characters as Valor and L.E.G.I.O.N.. Also included are listings of reprints of Legion tales. This installment more or less completes the historical checklist of the Legion of Super-Heroes. Future installments will include only reprints of the issues listed in the first six parts (as is the case next issue).

WONDER WOMAN [second series] # 70
cover date: January 1993
title: "Once I Was A Slave"
comments: A Khund, a Dominator, and a Daxamite appear. No Legion appearances.

VALOR # 3
cover date: January 1993
title: "She's the One!"
comments: Valor and his ship's computer Babbage find themselves under attack. The White Spider and his men are attempting to steal Valor's craft. Valor takes his ship blind into warp towards Cairn. Valor recaps for Babbage how he came to own the ship. Two weeks earlier, Lex Luthor hired Valor to create a star ship out of the wreckage of defeated alien crafts. In six days he creates Pilgrim One. Valor takes the ship into space on its maiden voyage. He learns that Luthor has installed an onboard computer named Babbage who will safeguard Lexcorp's investment and relay information back to Earth. Valor steers the craft safely back into normal space and through an asteroid field. He soon discovers though that the White Spider pirates have followed him. They disable the ship and Valor surrenders ... provided that no one damages his craft. The White Spider agrees but one of his trigger-happy men fire on Valor. Valor exits the ship and begins attacking them. They quickly retreat. As Valor examines the damage, Lobo arrives. When Lobo calls Valor's craft a "sissy cruiser", Valor slugs him. (Carlson; Fleming; Bright/ Scott)

LEGION OF SUPER-HEROES [fourth series] # 39
cover date: January 1993
title: untitled: "Beginnings" on cover
comments: In the Alpha Centauri system, a memorial service is held for the people left behind on Earth to die. On Gallen, Leland McCauley IV has ordered the Emerald Eye to hold Reep, the Proteans, R. J. Brande, Kid Quantum, and Dev-Em in stasis. McCauley's father contacts the SW6 heroes who rescue the above (except for Dev-Em, who escapes). R. J. Brande, a man who made his fortune creating stars, vows to reconstruct the Earth. (Carlson/ Eury; the Bierbaums; Immonen/ Giffen/ Dell)

L.E.G.I.O.N. '93 # 48
cover date: January 1993
title: "Prices"
comments: The R.E.C.R.U.I.T.S. member named Haak the Khund sells Stealth to slave traders on Sha'aballa's World in an attempt to infiltrate the slave trade ring. After a ship leaves with Stealth, L.E.G.I.O.N. soldiers raid the slave ring. Stealth finds out that her buyer is Ig'nea!

TIMBER WOLF # 3
cover date: January 1993
title: untitled: "Twentieth-Century Wolf Chapter 3" assumed
comments: Dominators appear. Timber Wolf vs. the Creeper. (Carlson; Gordon; Phillips/ Gordon)

THE DARKSTARS # 4
cover date: January 1993
title: "Star Wars!"
comments: The 20th century Controllers appear. No Legion appearances.

LEGION OF SUPER-HEROES [fourth series] # 40
cover date: February 1993
title: untitled: "Guess Who's Back? Wrong!" on cover
comments: The adult Legion return to New Earth. Rokk tells Cham that Devlin is joining the adult Legion. Sade hangs with the Sub-Heroes. Jacques Foccart locates his sister Danielle. Some mind-wiped people, still loyal to the Dominators, escape: Myg (Karate Kid *[II]*), Squire Burroughs, Dafe Meron (Polecat), Cocheta Drisden. Foccart refers to Myg as an old teammate. Universo frees their minds. Squire's energy form escapes. On Delan III, J'Onn J'Onzz (first appearance in 30th century after *SUPERBOY [first series] #200)* agrees to check on Mysa for his friend Nura Nal. Garth calls Rokk and tells him that Imra is gone. SW6 and adults meet. The adult Jo Nah declines to join in. The SW6 Ultra Boy and Phantom Girl find him. He politely excuses himself. Devlin asks the SW6 Shrinking Violet to join him in the adult Legion, she refuses. Jo Nah flies off and quietly mourns his beloved Tinya. (Carlson/ Eury; the Bierbaums; Immonen/ Boyd)

VALOR # 4
cover date: February 1993
title: "Low Blow!"
comments: Vril Dox watches the fight between Valor and Lobo on his viewscreen. He suspects that Valor has returned for more of Dox's anti-lead serum. Lobo decides to trash Valor's ship. Babbage evades. Valor throws Lobo into Dox's new space station. Dox arrives and stops the fight. He then gives Valor a vial of anti-lead serum in exchange for repairing the station. When Valor requests a warp telemetry unit and some body work for his ship, Dox offers to have his mechanics fix it and then abruptly leaves. The other L.E.G.I.O.N.naires introduce Valor to Lydea Mallor (there is an obvious attraction between the two, foreshadowing Valor's later relationship with Shadow Lass). Phase takes Valor aside and tells him to have Dox's serum tested before using it. Several days later, the ship is fixed and Dox is happy to send Valor on his way. Dox confides in Lobo that he has programmed Valor's ship to send him on a one-way trip to Starlag II, a penal colony under a red sun where he will be imprisoned for life. Note: This story takes place before *L.E.G.I.O.N. '93 #48*. (Carlson; Fleming; Bright/ Scott/ Brad Vancata)

WONDER WOMAN [second series] # 71
cover date: February 1993
title: "Home Again"
comments: No Legion appearances. A Khund, a Dominator, and a Daxamite appear.

L.E.G.I.O.N. '93 # 49
cover date: February 1993
title: "Family Ties"
comments: Ig'nea tricks Stealth into revealing the location of her son. The ship locates the mother-beast. Ig'nea uses her powers to steal Stealth and Vril Dox's son. Ig'nea contacts Vril Dox to make him a deal: When Vril Dox delivers himself to her, she will let his son go free. If Dox declines, she will kill his son. To prove that she is serious, Ig'nea thrusts a sword through Stealth's chest!

WHO'S WHO IN THE DC UNIVERSE UPDATE 1993 # 2
cover date: January 1993
title: untitled
comments: Who's Who features include pages on: L.E.G.I.O.N. R.E.C.R.U.I.T.S., New Earth, Thrust.

TIMBER WOLF # 4
cover date: February 1993
title: "Twentieth-Century Wolf Chapter 4"
comments: Dominators appear. Lightning Lad, Lightning Lass, Impulse, and Ultra Boy appear in Timber Wolf's thoughts. (Carlson; Gordon; Phillips/ Gordon)

LEGION OF SUPER-HEROES [fourth series] # 41
cover date: March 1993
title: untitled: "Introducing the Legionnaires" on cover
comments: Jacques Foccart joins the Legion, makes Vice-President Troy Stewart the new Earth President. Thirteen active Legion members: Kono, Jan Arrah, Vi, Brainiac 5, Jacques Foccart, Laurel Gand, Tenzil Kem, Rokk Krinn, Jo Nah, Devlin O'Ryan, Ayla Ranzz, Celeste Rockfish, and Richard Kent Shakespeare. Dawnstar (injured), Cham (resigned), Mysa Nal (on leave). The SW6 Invisible Kid bumps into his parents. The Sub-Heroes are asked to join (Sade now gone) ... they say they are unsure. Danielle is asked ... she is also unsure. The SW6 Duo Damsel discovers that she still has all three bodies. The two Brainiac 5's explain that there still is no conclusive evidence as to who are the clones. Also, there is no known opening in the past into which the SW6 could safely be reinserted. The adult Cham gets an idea. Cham locates the SW6 Legionnaires a headquarters ... the original Legion clubhouse. The headquarters is rebuilt. April Dumaka is named Catspaw. Xao Jin is named Dragonmage. Danielle Foccart, Computo, decides to stay. Some of the SW6 keep their old names (Brainiac 5, Cosmic Boy, Invisible Kid, Matter-Eater Lad, Saturn Girl, Shrinking Violet, Ultra Boy), while others take new names (Alchemist, Andromeda, Apparition, Ferro, Gossamer, Inferno, Leviathan, Live Wire, Triad). The heroes receive a call from Chief Sean Erin ... the Melbourne dome has veered into Djakarta! The events of this issue lead into *LEGIONNAIRES #1*. (Carlson/ Eury; the Bierbaums; Immonen/ Boyd/ Sprouse/ Story)

VALOR # 5
cover date: March 1993
title: "Go Directly To Jail!"
comments: Babbage informs Valor that they have automatically been warped to Starlag II as per Vril Dox's instructions. Valor learns that his powers are beginning to fade out. He sends out a distress signal. The penal colony uses a tractor beam to pull in Valor's ship. Valor is captured and put in a cell. The warden Kanjar Ru informs him that he is in prison for stealing a L.E.G.I.O.N. warp drive telemetry unit. Valor learns he has a cellmate ... an aged, former Green Lantern. The Green Lantern tells him that not even the Unimaginable could escape from this colony. Elsewhere, as the Blasters decide whether to continue their mission or disband and return home, they receive Valor's distress signal. Babbage explains to the Blasters that Lexcorp will reward them if they rescue both Valor and his ship. Back at Starlag II, tremors on the penal colony lead Babbage to hook into the prison's mainframe. He learns that the facility houses a powerful creature known as the Unimaginable. He follows one of his main directives: find and study unknown alien lifeforms ... regardless of cost. (Carlson; Fleming; J. Moore/ Scott/ Vancata)

THE BOOKS OF MAGIC # nn
cover date: 1993
title: (*Books of Magic* reprints): BOOKS OF MAGIC [first series] #3-4
comments: Trade paperback. Legion references were made in *BOOKS OF MAGIC [first series] #3-4*. Includes issues *#1-2*.

L.E.G.I.O.N. '93 # 50
cover date: March 1993
title: story one: "Showdown"
comments: Vril Dox is supposed to meet Ig'nea alone on Bartok IV. Dox formulates a plan. Ig'nea, aware that Dox will deceive her, puts together a group of the cruelest and most powerful mercenaries ever to plague the galaxy. Captain Comet dons a new costume. Dox and L.E.G.I.O.N. arrive on Bartok IV and a battle commences. Dox locates the lifeless Stealth and kisses her. He then tracks down Ig'nea and his son. Ig'nea defeats Vril Dox. During battle, Darius the cyborg is beheaded. Borb swears to bring him back to his maker. Just as Ig'nea prepares to kill Vril Dox, Stealth arrives! Dox used a neurocatalyst hidden in his tooth to quicken her body's regenerative powers. Ig'nea flees with their son. She runs into L.E.G.I.O.N. and is trapped. Dox and Stealth arrive. Ig'nea swears to kill the baby is they try to capture her. She drops the child and escapes. Vril Dox grabs the baby. He remembers how much he hated his own father's coldness and hands the child to Stealth. On Cairn, Garv leaves. Note: 64-page special.
title: story two: "L.E.G.I.O.N. '67"
comments: Spoof.

TIMBER WOLF # 5
cover date: March 1993
title: "Twentieth Century Wolf Chapter 5"
comments: Dominators appear. (Carlson; Gordon; Phillips/ Gordon/ Smith/ Leialoha)

LEGIONNAIRES # 1
cover date: April 1993
title: "Baptism By Fire!"
comments: The Legionnaires tend to the Djakarta disaster. Computo stabilizes the New Earth domes. When it is discovered that a street gang, the Hand, has destroyed a power junction, the Legionnaires are sent to stop them. The gang members are captured, however a woman flees. When she too is captured, she tells them that her name is Mega and she was forced to go along with them. Saturn Girl reads her mind and verifies that she is telling the truth. Later, Cosmic Boy is elected leader; he chooses Computo as his deputy. The Legionnaires and Mega infiltrate the Hand. It is revealed that Mano is the leader. Ultra Boy is blasted. Mano kills Mega. As the Legion begin to attack, Mano threatens to kill Ultra Boy. Note: This issue is polybagged with a Computo trading card. (Michael Eury/ K.C. Carlson; Tom and Mary Bierbaum; Chris Sprouse/ Karl Story)
title: (featurette): "The Guide to the 30th Century"
comments: Who's Who featuring Alchemist, Andromeda, Apparition, Brainiac 5, Catspaw, Chameleon, Computo, Cosmic Boy, and Dragonmage.

LEGION OF SUPER-HEROES [fourth series] # 42
cover date: April 1993
title: untitled: "The Enemy Within!" on cover
comments: Luornu Taine wakes from a nightmare. Later, her husband Chuck informs the others that she is gone. Laurel Gand receives word that Rond Vidar and their daughter Lauren are in danger. She rushes to their home. The baby is fine but Rond has been captured by an armored intruder. Brainiac 5 tells Cham that he knows who is behind the kidnapping of Imra, Lu, and Rond. Later, the armored intruder captures Brainiac 5. Brainy is brought before their enemy ... Glorith! She wants vengeance over the conspiracy affair. She explains that she is not yet back to full power after her last defeat at their hands. Glorith orders the armored lackey to remove its helmet. It is the second body of Luornu, thought slain during the conspiracy affair! Glorith re-grew her and said she would cooperate or die. In order to convince her, Glorith made her re-live her death over and over. Brainy's secret weapon, Vi, is already captured ... however Brainy reveals that he is really Cham! The real Brainy teleports in and, in the confusion, the heroes are freed. The Legion battle Glorith. As Glorith prepares to destroy them all, Brainy tells Lu to active her force field ... he had secretly imbued her with that power. Glorith cannot pierce the field but then attacks through the floor. The second Lu tells the first to turn the field on Glorith. Glorith, already weakened, is trapped. Later on Talus, Brainy explains to Lu that he programmed her D.N.A. a few years back with his force-shield technology. She then tries out her newly re-acquired

duplicating powers. (Carlson/ Eury; McCraw/ the Bierbaums; Immonen/ Boyd/ Dell)

VALOR # 6
cover date: April 1993
title: "Blasters to the Rescue!"
comments: The Blasters arrive at Starlag II. The Dominator member of the Blasters uses his Dominion account number to gain entry into the Starlag. Babbage finds the prison cell of the Unimaginable. Suddenly, Babbage finds the ship has been pulled and held against the cell. Elsewhere in the prison, two of the Blasters disable the prison's anti-spacecraft laser weaponry. While fighting the prison's guards, some of the Blasters reach Valor's cell and free him. Suddenly, the cell of the Unimaginable bursts open. Within, a being calling itself Doctor Bendorion claims he has destroyed the Unimaginable. (Carlson; Fleming; J. Moore/ Scott)

L.E.G.I.O.N. '93 # 51
cover date: April 1993
title: "Desert Island Blues"
comments: Lobo and Telepath were to escort the criminal Fangkor Wat of Kimbl-5 to prison but the trio become stranded on an asteroid. Origin of Telepath revealed: Telepath's people lived in hives. The only other form of life on their planet was the fungus on which they fed. Telepath, whose nickname on his world was Qi'qi (his actual name contains 47 syllables), was a radical. He believed that his people were far too insular. The hive believed that isolation meant safety. With his love L'ol'a at his side, he was determined to change things. L'ol'a was next in line to become queen of the hive. She didn't want to be because she would have to share herself with all the hive's males. They decided to escape their planet and finally succeeded in contacting a passing spacecraft ... that of Dagon-Ra! Dagon massacred the hive, including L'ol'a, and enslaved Qi'qi.

LEGIONNAIRES # 2
cover date: May 1993
title: "In Death's Grip"
comments: The Legionnaires sneak attack against Mano. Reinforcements arrive and Mano is captured. Later, the Legionnaires hold a few try-outs for Legion applicants: X-Bomb Betty, Cera Kesh, Plaid Lad. The Emerald Eye watches the rejected Cera Kesh. On Takron-Galtos II, Leland McCauley (and a mysterious green-haired woman) bribe a guard to release the Atomic Axe of the Persuader ... it takes off into space. In the Metropolis tunnels, Leviathan and Gossamer encounter a large creature. (Carlson; the Bierbaums; Sprouse/ Story/ Grawbadger)
title: (featurette): "The Guide to the 30th Century"
comments: Who's Who featuring Ferro, Gossamer, Inferno, Invisible Kid, Leviathan, Live Wire, Matter-Eater Lad, Saturn Girl, and Shrinking Violet.

VALOR # 7
cover date: May 1993
title: "Unimaginable Consequences"
comments: Kanjar Ru takes Doctor Bendorion into custody. Valor locates his ship in the Unimaginable's cell. He is aghast as his ship appears ... sporting tentacles. It grabs him but he escapes inside. Babbage explains that the Unimaginable, who has the power to manipulate inorganic objects, caused the ship to grow tentacles which it used to destroy his cell. Babbage says the true form of the Unimaginable was horrible. Just as the tentacles pierce the ship's hatch, they vanish. Suddenly, Babbage notes a large vibration. They investigate, save the aged Green Lantern, and learn of the Unimaginable's escape. The Green Lantern explains how Bendorion transformed into the Unimaginable and burst free. Valor locates the Blasters and tells them that the Unimaginable has escaped. Elsewhere, Kanjar Ru activates one of the penal colony's special mechanisms. Valor's ship escapes and finds the Unimaginable feasting on the system's star! (Carlson; Fleming; J. Moore/ Kryssing)

LEGION OF SUPER-HEROES [fourth series] # 43
cover date: May 1993
title: untitled: "The Witch Is Back!" on cover
comments: Mysa and J'Onn meet on the remains of the Sorcerers' World. Spider Girl breaks into Talus headquarters. She tells them that she needs help with the canister that she nabbed for Starfinger. Drura Sehpt-Foccart moves to Talus with her husband Jacques. Amethyst inhabits Mysa's body, lashes out at J'Onn when he tries to stop her, and flies off to attack Mordru on Tharn. (Carlson; the Bierbaums; Immonen/ Boyd)

L.E.G.I.O.N. '93 # 52
cover date: May 1993
title: "Past Imperfect"
comments: An intruder arrives on Cairn looking for Lydea Mallor. The friends of Darius review what Darius had told them of his origins: He was an Earthman who was kidnapped by an alien spacecraft, modified into a cyborg, and left on a barren planetoid. As the stranger battles L.E.G.I.O.N. soldiers, Dox examines Darius' head and finds a microchip. He suspects it may have originated on the planet Acheron. Dox sends the R.E.C.R.U.I.T.S. to explore that planet. Lydea learns that the stranger is her father!

SUPERMAN: PANIC IN THE SKY # nn

cover date: 1993
title: (*Superman* reprints): ACTION COMICS #675, SUPERMAN: THE MAN OF STEEL #10, ADVENTURES OF SUPERMAN #488-489, and SUPERMAN [second series] #65-66
comments: Trade paperback. Reprints the Panic in the Sky saga which includes appearances by Lar Gand. Includes *ACTION COMICS #674* and *SUPERMAN: THE MAN OF STEEL #9*.

LEGIONNAIRES # 3

cover date: June 1993
title: "The Beast Below"
comments: Leviathan and Gossamer battle a large creature in the Metropolis tunnels. Gossamer is taken. From Leviathan's description, Brainiac 5 concludes the creature was Mordecai, a product of genetic experimentation during the war that destroyed Earth. The Legionnaires enter the tunnels and are attacked by Mordecai. Gossamer, a prisoner of Mordecai, realizes he loves her. Mordecai is blasted into nothingness by emerald energy. The Atomic Axe frees the Persuader from his Takron-Galtos II prison. The Emerald Eye transforms the bitter Cera Kesh into a new Emerald Empress. (Carlson; the Bierbaums; Sprouse/ Story)
title: (featurette): "The Guide to the 30th Century"
comments: Who's Who featuring Triad, Ultra Boy, and Valor.

VALOR # 8

cover date: June 1993
title: "Red Alert!"
comments: Valor, Babbage, and the Green Lantern try to figure what to do about the Unimaginable. They receive a signal from the Blasters that they have been forced to surrender to Kanjar Ru. Suddenly, Starlag II warps to another star system! Before Babbage can warp them out of the system, Valor scans the area for life and finds two creatures on a nearby planet. He discovers a woman, Willa Farr, hunting the last of the salt cretins. He helps capture the creature and both her ship and Valor's warp out of the system as the star goes nova. (Carlson; Fleming; J. Moore/ Boyd)

L.E.G.I.O.N. '93 # 53
cover date: Early June 1993
title: "Shadows of the Past"
comments: Lydea Mallor's father tells her she must come back to Talok VIII with him to save the children from the false priest-god. Lydea, angry at how she was abandoned, refuses. Phase forces her to go as a member of L.E.G.I.O.N.. The R.E.C.R.U.I.T.S. arrive on Acheron and are attacked. L.E.G.I.O.N. arrive on Talok VIII. Lydea confronts the priest and her people. Lydea's birthright powers manifest. As the priest is restrained, he warns of the hunger of the spirits of the cave.

LEGION OF SUPER-HEROES [fourth series] # 44
cover date: June 1993
title: untitled: "Projectra Returns!" on cover
comments: Mysa battles Mordru, the Lord Emperor of Tharn. Mordru absorbs Mysa. Elsewhere, Andrew Nolan of the previous "Mordru-reality" appears and warns Rokk and Jacques that "it's coming back". When they begin to fade, Andrew tells them to concentrate on Mysa's love ... they reappear and Mordru is denied total victory. Mordru casts a resurrection spell, raising the dead throughout the galaxy. On Shanghalla, Projectra is visiting the grave of her husband. Dead Legionnaires rise from their tombs. They rise into space. Similar occurrences are duplicated throughout the galaxy. On Takron-Galtos II, the dead tell Roxxas to go to Trom; the tsarin crystals there are disrupting Mordru's spell. Roxxas escapes. Projectra arrives at Legion headquarters. Khunds contact Legion: U.P. worlds under their domain are under attack. Later, the Legion arrive at space station Sybbarus, deep within Khundish territory. The Khunds insist that the Legionnaires take on four new Khund members: Firefist (as co-leader), Veilmist, Blood Claw, and Flederweb. J'Onn arrives, possessed by the Amethyst spirit. The spirit transfers to Kono. J'Onn, Tenzil, and Kono/Amethyst head to Tharn. Note: First appearance of Firefist, Veilmist, Blood Claw, and Flederweb. Reflecto shown to be a deceased Legionnaire. (Carlson; the Bierbaums; Immonen/ Boyd)

L.E.G.I.O.N. '93 # 54
cover date: Late June 1993
title: "Passage"
comments: On Talok VIII, shadowy tentacles emerge from the cave. On Acheron, cybernetic beings attempt to fix Darius. They activate his head. He does not recognize the Acherons. They tell him he was built by Mardok, the being responsible for all the Acherons. On Talok VIII, L.E.G.I.O.N. defend themselves against the creature in the cave. On Cairn, the police investigate mysterious "sphere murders". On Talok VIII, Lydea rushes into the cave. On Acheron, Darius learns he is Mardok's first and greatest triumph. Darius challenged his master's experiments and was purged and cast out. He was finally sent to the stars. Darius tells the Acherons that he will help them defeat Mardok. On Talok VIII, Lydea locates the spirits of her ancestors in the cave ... she is accused of the murder of her mother!

LOBO ANNUAL # 1
cover date: 1993
title: "Hounds of Blood"
comments: Bloodlines: Outbreak tale. L.E.G.I.O.N. appear. Officer Layla gains "New Blood" powers.

LEGIONNAIRES # 4
cover date: July 1993
title: "If Looks Could Kill"
comments: Live Wire, Inferno, Ultra Boy, and Ferro go to a seedy bar. There they meet a beautiful green-haired woman. It is soon revealed to be a very angry and bitter Emerald Empress. The Persuader frees Mano. Ultra Boy smashes the Emerald Eye. Cera asks Saturn Girl for help. Before she can do anything, the Eye reforms ... and the Emerald Empress is back for good! The Persuader and Mano meet McCauley on an asteroid beyond Mars. He introduces them to Mordecai and Ingria Olav ... the new Emerald Empress (complete with an Emerald Eye!!). He then introduces them to the leader of the new Fatal Five ... Tharok! (Carlson; the Bierbaums; Sprouse/ Story)

L.E.G.I.O.N. '93 # 55
cover date: Early July 1993
title: "Heritage"
comments: On Acheron, Darius tests out his new body and plans the rebellion against Mardok. On Talok VIII, Lydea is surrounded by her ancestors and is confronted by her mother Lyrissa. On Cairn, the sphere murders continue. The Masked Avenger appears in the shadows. On Talok VIII, Lyrissa forgives her daughter and Lydea is named the new shadow champion of the planet. She leaves the cave and makes her father her contact point. On Acheron, after a fierce battle with Mardok, Darius kills his former master. Darius remains on Acheron and is named the new master.

VALOR # 9
cover date: July 1993
title: "How To Win Friends and Influence People!"
comments: Valor helps the people of Baaltar IV. Valor tussles with Darkstar Chaser Bron. Valor learns a few lessons about relying on brute force. (Carlson; Waid; Cullins/ Kryssing)

LEGION OF SUPER-HEROES [fourth series] # 45
cover date: July 1993
title: untitled: "New Members? New Problems!" on cover
comments: The Legion and the new Khund members arrive on Sklar. There they battle the dead. J'Onn, Tenzil, and Kono/Amethyst go to Naltor for Nura. On Trom, Jan Arrah finds Roxxas raising the dead. Roxxas hopes for some sort of redemption for his slaughter of those people years ago. The dead Trommites encase Jan in inertron. On Sklar, the dead Legionnaires arrive. (Carlson; the Bierbaums; Immonen/ Boyd)

L.E.G.I.O.N. '93 # 56
cover date: Late July 1993
title: "Bouncing Back"
comments: The Masked Avenger investigates the continuing sphere murders. Strata meets with Chief Horgath and tells him that she was the instructor of all eight victims. She realizes then that the murderer must be the one applicant who she ever rejected outright ... Jiv Reddu! The Masked Avenger is beaten by Jiv Reddu. Jiv attacks Strata and other L.E.G.I.O.N. personnel. The Masked Avenger deflects Jiv and follows the fleeing felon. Jiv reveals his origin: Jiv comes from the planet Bummb'l. All natives have the ability to swell up. When the L.E.G.I.O.N. sought out representatives of the member worlds, the Bummb'ls had a worldwide tournament. Jiv Reddu won. When Strata rejected him without giving him a chance, his thoughts turned to revenge! Jiv then attacks Strata and the soldiers again. He bounces around wildly and ends up popping on a statue's spear!

LEGENDS: THE COLLECTION # nn
cover date: 1993
title: (*Legends* reprints): LEGENDS #1-3
comments: Trade paperback. Cosmic Boy appeared in *LEGENDS #1-3*. Includes issues *#4-6*.

LEGIONNAIRES # 5

cover date: August 1993
title: "New Life, New Death!"
comments: McCauley explains that his salvage people found Tharok in some murky dimension and that he's been in his collection for years. He also reprogrammed Tharok's computer half to obey his every word. McCauley's mission for the new Fatal Five is to seize New Earth. The real McCauley, actually many light years away on the planet Gallan, safe in his sterilized bubble, thinks of the Fatal Five and the hologram of himself that they are unwittingly dealing with. Some Legionnaires meet with Jeryl, Madame Vice-Chairperson of the United Planets. They are attacked by the Fatal Five. The Cera Emerald Empress watches the Ingria Empress from afar in disgust. Ingria flees in fear with her Emerald Eye to the planet Gallan. As Ingria pleads to McCauley for help, she is blasted into pulp ... the destroyer being Cera with a second Emerald Eye. (Carlson; the Bierbaums; Sprouse/ Story)

VALOR # 10

cover date: August 1993
title: "Power Struggle!"
comments: Valor and Babbage once again find themselves under attack by the White Spider gang. Valor heads his ship straight at the gang's leader in a game of "chicken". Doctor Bendorion appears on the White Spider's ship and kills him. As Valor veers away, the White Spider's ship crashes into some of his own men's ships. Valor and Babbage see the Unimaginable rise from the explosion. The creature destroys the other ships and enters Valor's. It restrains Valor, who has just again had his powers fade out on him, and then turns to the aged Green Lantern responsible for imprisoning him. It took every last ounce of strength the Green Lantern had to stop the creature which destroyed her home star system! The Unimaginable first evens the odds but restoring the Green Lantern to her youthful self. The Green Lantern was an energy creature who used all her power to trap him in a bubble of living energy. When the planetary federation arrived, they realized that they were forced to bring both beings to Starlag II. The Unimaginable has returned to her her life energy so that they can have it out once and for all. He transports them both to a nearby moon. On the ship, Valor starts burning up, melting his restraints. Babbage insists that the Dox serum he analyzed was purely an anti-lead serum. Valor flies to the moon and comes to the Green Lantern's aid. Valor blasts the Unimaginable with his laser-vision, apparently destroying him. Valor gets the fallen Green Lantern to his ship. His powers flare up again and he passes out. (Carlson; Fleming; J. Moore/ Sellers)

DC UNIVERSE: TRINITY # 1
cover date: August 1993
title: untitled
comments: This issue contains three chapters: "Green Lantern", "Darkstars", and "L.E.G.I.O.N. '93". In chapter one: Hal Jordan is contacted by the Guardians and instructed to investigate the disturbance on the planet Scylla. As Green Lantern, he arrives to find a giant goddess named Quarra the Creator wreaking havoc. She beats him down and leaves the planet. Hal goes to Oa and explains what has transpired to the Guardians. In horror, they explain that she is an Oan god who has come to change the universe! She is one of three Oan gods that make up the Triarch. The Guardians send Hal alone to simply observe what the goddess does. In chapter two: A group of Darkstars on the planet Elyrion battle the giant god named Archor the Sustainer. Colos Ferrin, the Darkstar of Earth, arrives with his crew but is too late to help his comrades. Archor disappears. In chapter three: L.E.G.I.O.N. is establishing a base on Maltus, the world that is believed to have birthed the universe's first intelligent life. Vril Dox has his people excavating holy Maltusian ruins. Bertron Diib finds an ancient tablet. Another giant god, Tzodar the Destroyer, arrives on Maltus and begins a reign of destruction. Quarra and Archor arrive to join their brother.

GREEN LANTERN [third series] # 44
cover date: August 1993
title: "Urban Renewal Trinity Part 2"
comments: Trinity Part 2. The Triarch begin to ravage Maltus. The Green Lantern named Hal Jordan arrives. L.E.G.I.O.N. soldiers appear on the scene. Vril locates Manu, a keeper of the old faith, to translate the ancient tablet. He begins but then says the tablet is full of lies. Dox informs Hal Jordan that he is interfering in L.E.G.I.O.N. business.

LEGION OF SUPER-HEROES [fourth series] # 46
cover date: August 1993
title: untitled
comments: Battle with the dead continues. The dead Magnetic Kid forces Blood Claw to kill himself. On Trom, Jan Arrah frees himself. The dead Trommites arrive on Pasnic. Jan and Roxxas arrive. Jan severely injures himself transforming all the dead Trommites into tsarin crystals. He collapses. Mordru's spell is broken on Sklar, the dead fall. (Carlson; the Bierbaums; Immonen/ Boyd)

L.E.G.I.O.N. '93 # 57
cover date: August 1993
title: "Police Action Trinity Part 3"
comments: Trinity Part 3. L.E.G.I.O.N. and the Green Lantern named Hal Jordan watch the destruction caused by the Triarch. Dox summons Manu to decipher the ancient Maltusian tablet. Dox contacts the Darkstar regional administrator Prigatz, saying that L.E.G.I.O.N. has encountered a Green Lantern on Maltus running amok. Soon, Darkstars arrive.

THE DARKSTARS # 11
cover date: August 1993
title: "Escalation of Hostilities"
comments: Trinity Part 4. The Green Lantern Hal Jordan soon joins forces with the Earth's Darkstars. The Controllers learn of the return of the Triarch. Frightened, they instruct their Darkstars to allow the Triarch to do its work. Other Darkstars arrive on Maltus and a rift in the ranks begins. Dox and L.E.G.I.O.N. locate a hidden tomb in a lone mountain. Within, they locate a small chamber. The Green Lantern Corps arrive.

LEGIONNAIRES # 6
cover date: September 1993
title: "An Eye for an Eye"
comments: Legionnaire reinforcements help defeat the remaining four Fatal Five members. Other Legionnaires go to Gallan, finding McCauley and the Emerald Empress in battle. The Empress wins and takes both Eyes. McCauley, now decrepit without his Eye, curses the Legionnaires and demands that they leave. The Emerald Empress frees the Fatal Five members. (Carlson; the Bierbaums; Sprouse/ Story)

VALOR # 11
cover date: September 1993
title: "Fight the Power"
comments: In the 30th century, the SW6 Triad studies the legend of Valor. In the 20th century, Valor asks Babbage if they can get the ailing Green Lantern back to Oa. Babbage finds that a directional signal is being emitted from that planet, enabling them to get there via several wormholes. Suddenly, Valor's powers flare up again. He nearly destroys the ship. The Green Lantern named Alia calms him down. Now, however, the ship has become too damaged to fly. Valor clears away an asteroid field then flies on ahead to Oa. Unable to control his powers, the Green Lanterns on Oa believe they are under attack. It is only when they see the damaged ship behind him that they realize the situation. Valor is able to help Alia land the ship. Alia receives the medical attention she needs and the Green Lantern Kilowog fixes Valor's ship. Because of the damage, he had to create the smaller, sleeker Pilgrim Two. Valor, whose powers have stabilized for the moment, believes that Vril Dox is the only person who can cure his flip-flop powers. He heads to Cairn. A being looking a lot like the Time Trapper views the events in a crystal and says "Perfect! Perfect!". (Carlson; Waid; J. Moore/ Sellers)

GREEN LANTERN [third series] # 45
cover date: September 1993
title: "Turf War Trinity Part 5"
comments: Trinity Part 5. The Green Lanterns and Darkstars fight and argue. L.E.G.I.O.N. continues to fight the Triarch. Dox and his crew locate a stasis chamber. Dox awakens a Controller ... the creator of the Triarch! A fleet of yellow L.E.G.I.O.N. ships arrive at Maltus.

LEGION OF SUPER-HEROES [fourth series] # 47
cover date: September 1993
title: untitled: "Last Rites for the Legion of Super-Heroes" on cover
comments: Mordru raises the dead once again. Legion arrive on Tharn. Vrykos leads more dead against the Legion. Roxxas takes Jan Arrah to a hospital. Devlin O'Ryan reflects a blast back at Firefist and apparently kills him. J'Onn, Tenzil, Nura, and Kono/Amethyst arrive. Mordru buries the Legionnaires. (Carlson; the Bierbaums; Immonen/ Boyd)

L.E.G.I.O.N. '93 # 58
cover date: September 1993
title: "Split Decision"
comments: Trinity Part 6. The Green Lantern Corps beat L.E.G.I.O.N. and the Darkstars. L.E.G.I.O.N. regroups in yellow spacecraft. Dox confronts the recently awakened Controller. The Controller admits that he created the Triarch based on ancient Maltusian legends. The creatures turned on him, left him for dead, and fled to the ends of the universe. He placed himself in suspended animation. Hal Jordan and Captain Comet convince the three interstellar organizations to join forces. All attack the Triarch. The nearly invulnerable R.E.C.R.U.I.T.S. member Bertron Diib is destroyed.

LEGION OF SUPER-HEROES [fourth series] ANNUAL # 4
cover date: 1993
title: untitled
comments: Bloodlines: Earthplague tale. The dead attack Talus. Brainy uses equipment for the theoretical time-retrieval of Timber Wolf and the SW6 Valor. In the 20th century, a victim of the space parasites survives and becomes Jamm. The time cube retrieves Timber Wolf, Jamm, and one of the space parasites. After a short fight, Rond Vidar sends the parasite back. After suffering the pranks of Jamm, the eventually succeed in sending him home. Note: This issue also includes a Jamm pin-up. (Carlson; the Bierbaums; Immonen/ Phillips/ Banks/ Taylor/ Austin/ Grawbadger/ Boyd/ Davis)

THE DARKSTARS # 12
cover date: September 1993
title: "Aftershock"
comments: Trinity Part 7. The beaten Green Lantern Corps, Darkstars, and L.E.G.I.O.N.naires regroup. Vril Dox arrives with the Controller to explain all. The heroes try to convince the Triarch that they aren't the real gods of Maltus. The battle resumes. The Controller reveals to Dox, Hal Jordan, and Colos Ferrin that everything that is happening is all according to his plan! He wants to create a universe of complete order ... unmarred by sentient life!! The Controller then flies to meet the Triarch.

DC UNIVERSE: TRINITY # 2
cover date: September 1993
title: "Reunion"
comments: The combined forces of the Green Lantern Corps, the Darkstars, and L.E.G.I.O.N. battle the Triarch and the mad Controller. Elsewhere, Vril Dox contacts the Controllers and the Guardians. He shows them the tablet and tells them they must work together. The two powerful groups refuse, citing opposing philosophical differences. Dox convinces them otherwise. The Controller attempts to summon the Triarch to his side. The Triarch stand staring at the destruction that they have wrought. It was their intention to create a paradise! The Controllers and Guardians appear and convince the Triarch to turn on their creator. The Triarch destroy him and then themselves. The resulting energy regenerates the planet. Later, Vril Dox, the Guardians, and the Controllers come to an agreement. The Green Lantern Corps shall patrol the spaceways, limiting their role to the internal affairs of their sector's planets. The Darkstars shall attend to their districts as planetary protectors. L.E.G.I.O.N. shall become the first line of protection for all its member worlds. Note: This issue explains the relationship between Strata, the last of the surface Dryadians, and the Green Lantern named Brik, a member of the cavern Dryadians.

LEGIONNAIRES # 7
cover date: October 1993
title: "Devils in the Deep"
comments: The Legionnaires visit 30th century Atlantis. A Devil-Fish attacks (last seen in *SUPERBOY [first series] #202*). Brainiac 5 learns that they came here from another planet a few centuries earlier because of unique pollutants in Earth's water. All Devil-Fish, except those who happened to be in the two Atlantean underwater domes, were destroyed when the Earth exploded. They believed the Atlanteans to be responsible but now know better. (Carlson; the Bierbaums; Hughes/ Farmer)

VALOR # 12
cover date: October 1993
title: "D.O.A. Part One ... Prognosis: Negative!"
comments: D.O.A. 1 of 6. The Time Trapper being continues watching Valor through the crystals. Valor arrives at Cairn and angrily searches for Vril Dox. Neither the L.E.G.I.O.N. soldiers nor the super-powered L.E.G.I.O.N.naires can stop him. Dox arrives and calmly approaches Valor. Valor realizes that only Dox can help him and they leave to talk. Valor explains that his powers come and go. His strength, which is ten times his normal level, suddenly disappears. Dox studies his blood sample. Suddenly, Valor disappears to tend to a scream heard from miles away. Valor saves a beautiful young woman from a large reptilian beast. The woman Lori explains that she and her now-dead co-workers were explorers probing the ancient caverns of Cairn. Two prehistoric dinobeasts emerged from within, killing her partners and ravaging the camp. As Valor looks (and fails) to locate where they might have come from, the second beast attacks. As Valor fights the beast, his powers fail. Lori grabs a weapon and blasts the creature. Valor succeeds in breaking the beast's neck. Valor brings Lori with him back to Dox. Dox gives Valor the bad news: The slightest contact with lead poisons a Daxamite's system irreparably and fatally. In his travels, Valor has come in contact with huge amounts of lead. The serum shielded Valor from its deadly effects ... until it failed. Valor casually tells Valor that he has contracted lead poisoning. Valor grabs Dox in anger, Dox told him the serum would last. Dox says that some unknown factor has accelerated the serum's lifespan ... it has lost its potency. Dox cannot develop more because Valor has developed an immunity to it. He has only a month left to live. When Valor says he will try to find a cure on Daxam, Garryn Bek tells him some bad news about his homeworld. (Carlson; Waid; J. Moore/ Sellers)

LEGION OF SUPER-HEROES [fourth series] # 48
cover date: October 1993
title: untitled: "Mordru Triumphant!" on cover
comments: Devlin O'Ryan finds Mordru. He tricks Mordru into blasting him. The blast reflects off and strikes Mordru. Devlin unburies Veilmist. Veilmist teleports all the buried Legionnaires to the surface. The Amethyst spirit leaves Kono and enters Mordru. Mysa splits from Mordru and divides his power. The dead drop. Mysa and Mordru battle. Mysa succeeds in drawing out all of Mordru's magic. Mysa then leaves. Firefist believed dead. Two days later, Veilmist and Flederweb are forced to return to the Khund army. Roxxas tends to the injured Jan Arrah. (Carlson; the Bierbaums; Immonen/ Boyd)

L.E.G.I.O.N. '93 # 59
cover date: October 1993
title: "Spooked"
comments: Part one of two. Phantoms appear on the planet Dexll. Several weeks later, L.E.G.I.O.N. arrives on the planet. The elder natives explain that the phantom people have learned the Dexll language and have also become very fond of the children. Phase hopes that these phantom people will recognize her and will jolt her memory. Parents become angry when the phantoms begin phasing their children. The phantom leader acts as if he knows Phase. On Cairn, Vril Dox attempts to change his son's diaper ... his son speaks! In space, Captain Comet and Marij'n go cruising, unaware that Garryn Bek has stowed away. The R.E.C.R.U.I.T.S. bring the body of Bertron Diib to his mother on Diibworld. Dox tells Phase to lay low because the natives are growing to distrust the phantom people. She goes for a walk and is found by the phantom leader. He brings her to the others. The phantom people all act as if they have known Phase in the past. Later, L.E.G.I.O.N. finds hundreds of mindless Dexll children filing into the phantom people's tent. All the children have become phantoms. The tent fades. (Raspler; Waid/ Kitson; Jorgensen/ Pascoe)

LEGION OF SUPER-HEROES ARCHIVES volume 3
cover date: 1993
title: (*Legion* reprint): ADVENTURE COMICS #318
title: (*Jimmy Olsen* reprint): SUPERMAN'S PAL, JIMMY OLSEN #76
title: (*Legion* reprint): ADVENTURE COMICS #319
title: (*Legion* reprint): ADVENTURE COMICS #320
title: (*Legion* reprint): ADVENTURE COMICS #321
title: (*Legion* reprint): ADVENTURE COMICS #322
title: (*Legion* reprint): ADVENTURE COMICS #323
title: (*Legion* reprint): ADVENTURE COMICS #324
title: (*Legion* reprint): ADVENTURE COMICS #325
title: (*Legion* reprint): ADVENTURE COMICS #326
title: (*Superboy* reprint): SUPERBOY [first series] #117 (story three)
title: (*Legion* reprint): ADVENTURE COMICS #327
title: (*Legion* reprint): ADVENTURE COMICS #328

LEGIONNAIRES # 8
cover date: November 1993
title: "In Heart and Conscience Free"
comments: Brainiac 5 decides to quit the Legionnaires. His reason: he is a product of the Colugov gene pool ... designed, conceived and given life to serve Colu. Later, Brainiac 5 reconsiders but is forced by Colugov to stay. The Legionnaires rescue Brainy. (Carlson; the Bierbaums; Doran/ Nyberg)

VALOR # 13

cover date: November 1993
title: "D.O.A. Chapter Two Future Shock"
comments: D.O.A. 2 of 6. Lori accompanies Valor back to Daxam. Valor is concerned that Daxam severed all communications a few months back after being devastated by a mysterious and unknown disaster. As they try to enter Daxam space, the planet's defense satellite's attempt to kill them. Valor gets them safely to the planet's surface. Valor and Lori go to the Science Center and learn of the planetary plague. The disease has over an eighty percent fatality rate. The plague started shortly after Valor left Daxam to look for his father. One of the exploratory ships picked up a stranded alien on its way back from Earth. Ever since then people have been dying. The alien has since escaped. Valor believes it is lead poisoning on a global level but no one will listen. Valor locates the alien and his spacecraft, which is loaded with lead components ... components which probably flaked off into the atmosphere when the ship was towed to the surface. Valor, exposing himself to more and more lead, grabs the craft and heaves it into the sun. He tells Lori to take the alien to a friend and explain everything that has happened. Valor goes to visit his brother Del Gand. Del brings Valor to his mother who soon dies. Lori enters and comforts him. He tells Lori that he realizes now that he is really going to die. In the 30th century, the SW6 Triad continues studying about Valor. She and Brainiac 5 talk about his importance to history. Suddenly, there is a bizarre glitch in reality. Triad has lost the picture of Valor. When Brainy orders the computer to restore the Valor record, the computer replies that there is no such record on file. (Carlson; Waid; J. Moore/ Sellers)

LEGION OF SUPER-HEROES [fourth series] # 49

cover date: Early November 1993
title: untitled: "All Matter-Eater Lad Issue!" on cover
comments: Tenzil goes to Tartarus. Brek secretly training the Tartarun Heroes: Policy Pam, Styx and Stiletta, Sugyn, Spaceopoly Lad, and Echo-Chamber Chet. All battle Evillo. They defeat Evillo and retrieve Titan's Hypno-Stone. Tenzil and Saturn Queen leave Tartarus. Brek stays to train his team. Text feature: Establishment of the monarchy on Titan during the chaos of the 28th century, origin of the Hypno-Stone of Ouranos and its theft by Universo, and the marriage of Evillo and Saturn Queen in September 2994. (Carlson; the Bierbaums; Banks/ Immonen/ Eklund)

L.E.G.I.O.N. '93 # 60
cover date: November 1993
title: "Ghost of a Chance"
comments: Part two of two. Phase peeks outside the phantom's tent and discovers they have been transported to the domain of a horrible demon. The demon Bhargast feeds on the life-force of children, draining their youth. The phantom leader tells Phase that he was captured at age 8 and that, for a hundred years or more, Bhargast has been luring children into his realm. In return, he gifts his victims with phantom powers which they in turn use to gather more children. Phase attacks Bhargast. In space, Comet and Marij'n discover Garryn Bek. In Bhargast's realm, inspired by Phase, the others attack. Phase succeeds in killing the demon. She returns the children back to Dexll. The phantom people decide to stay in the other dimension. They intend on locating and colonizing a world in this realm to call their own. As he leaves, the leader of the phantom people tells Phase his name ... Bgztl! Note: This two part story reveals the origin of the planet Bgztl, the homeworld of amnesiac Phase. (Raspler; Waid/ Kitson; Jones/ Stokes/ Cramer)

L.E.G.I.O.N. '93 ANNUAL # 4
cover date: 1993
title: "Blood Relatives"
comments: Bloodlines: Deathstorm tale. L.E.G.I.O.N. investigates a dimensional rift in search of parasites. There they meet Pax, the sole survivor of his world.

VALOR # 14
cover date: December 1993
title: "D.O.A. Part Three: Yesterday's Hero ..."
comments: D.O.A. 3 of 6. In the 30th century, Brainy and Saturn Girl try frantically to re-establish the Valor record as Triad watches on. Cosmic Boy arrives. Brainy explains that there has been some kind of chronal purge which has jumbled the timestream. According to the computer, Valor has somehow retroactively ceased to exist! Suddenly, the computer succeeds in finding data on Valor ... he led a brief career in the late 20th century before dying of lead poisoning! Brainy decides they must journey back to Valor's time. In the 20th century, Valor and Lori arrive on Earth and contact the Justice League. He helps them defeat marauders from the far future who, it turns out, have no idea how they got there. They vanish into thin air. None of the Justice League members can help Valor. After a short discussion with Superman, Valor leaves Earth. On the ship, Valor tells Lori to plot a course to the most godforsaken place she knows, a world completely without hope, so that maybe they can make a difference. Lori kisses him and does as he says. (Carlson; Waid; Doran/ McDowell)

LEGION OF SUPER-HEROES [fourth series] # 50

cover date: Late November 1993
title: story one: untitled
comments: On Shanghalla, the dead heroes are reburied. J'Onn goes his own way; the Legion return to Talus. Drake Burroughs, long thought dead, rises and possesses the body of the deceased Dirk Morgna. On Titan, Tenzil marries Saturn Queen so that she can retain the throne. Jan Arrah recovers. Dawnstar is taken home. Brainiac 5 works on B.I.O.N.. Rond Vidar works on refitting the time beacon. An alternate B.I.O.N. attacks and battles the Legion. Wildfire returns, B.I.O.N. retreats. Universo tells the U.P. that the Legion aided the Khunds in their aggressions and shows them video "proof". Elsewhere, the Time Trapper appears in shadows stating that the end will soon be here. Note: 64-page special. (Carlson; McCraw/ the Bierbaums; Immonen/ Boyd/ Banks/ Faber)
title: story two: "The Brainiac Adventures"
comments: Brainiac 5 back-up. Note: This issue also includes pin-ups. (Carlson; Immonen/ Boyd; Immonen/ Boyd)

LEGIONNAIRES # 9

cover date: December 1993
title: "Skin Deep"
comments: Legionnaires patrolling space encounter Khunds. Andromeda attacks. The remaining crew members (Shrinking Violet, Matter-Eater Lad, Catspaw, and Dragonmage) crash on a mysterious planet. On New Earth, Chameleon holds try-outs: Accordion King, Barber Boy. President Stewart calls on Legionnaires to help calm a riot in Acapulco. When Saturn Girl is hurt, Live Wire blasts at a trouble-maker but Cosmic Boy jumps in the way. Cosmic Boy appears dead. (Carlson; the Bierbaums; Sprouse/ Story/ Hughes/ Stelfreeze)

LEGION OF SUPER-HEROES [fourth series] # 51

cover date: Early December 1993
title: "A Li'l Legion Adventure"
comments: Mara Williams' super-speed is studied on Quarantine. Her D.N.A. was modified by the Dominators using genetic material from Don and Dawn Allen. Grimbor attacks Quarantine to rescue his daughter, Cocheta Drisden. Ivy forms her own Legion (Garridan Ranzz, Spunge, Lynk, Scales). Her group defeats Grimbor. Note: First full appearance of Mara W. Williams. (Carlson; McCraw; Taylor/ Grawbadger)

L.E.G.I.O.N. '93 # 61
cover date: December 1993
title: "Death of the Party!"
comments: L.E.G.I.O.N. go to the planet Rigon where Phase is throwing a party. Vril Dox has his son pretend that he is still at the intelligence level of a normal baby. Once on Rigon, they are introduced to other world's champions: Gigantus of Motus, the Renderer of Carnox, the (late) Shiver of Glacius. Gigantus, who is a giant among the people of his world but a dwarf to most other races, is given to L.E.G.I.O.N. as a gift. Captain Comet, Marij'n, and Garryn Bek are on the planet Ith'kaa.

BLOODBATH # 2
cover date: Late December 1993
title: "Bloodbath Chapter IV"
comments: Note: This issue contains both Chapters III and IV. L.E.G.I.O.N. appears in Chapter IV only.

LEGION OF SUPER-HEROES [fourth series] # 52
cover date: Late December 1993
title: "Broken Dreams, Fuzzy Memories"
comments: Timber Wolf is spotlighted. Kent and Celeste bring Mara (a.k.a. Rush) to the U.P. Military Academy. The Subs are on Xolnar helping the Taines. Flashback to Black Dawn (Dr. Regulus weakens the Sun, Wildfire sacrifices himself to repair it). The Khunds take Grykk. Mysa informs the others of the danger of Glorith, now that Mordru has been defeated. A team of Legionnaires head to the planet Baaldur. (Carlson; McCraw; Immonen/ Taylor/ Boyd/ Grawbadger)

VALOR # 15
cover date: January 1994
title: "D.O.A. Part Four: Absolute Power"
comments: D.O.A. 4 of 6. Valor uses his last week of life to better the homeworld of his love, Lori. Lori explains that the planet Baaldur has been torn by civil war since time immemorial and that hundreds die each and every day. Valor disarms a platoon of soldiers and grabs their attention. Elsewhere, in the timestream, the SW6 Cosmic Boy, Saturn Girl, Brainiac 5, Triad, Ultra Boy, Alchemist, and Dragonmage head towards the 20th century. They encounter a temporal wall which smashes their time bubble. Back on Baaldur, by his second day on the planet, Valor had forcibly confiscated every weapon and destroyed all existing munitions factories. In the morning, he decimated the military's tanks and artillery. In the afternoon, he redistributed their foodstores to the civilians. Next, Valor telecasts a globally broadcast plea for peace. Then, in a plan to disable their nuclear weapons program, Valor kidnaps and imprisons the leaders of the world's city-states. He then puts out word to the planet's warlords as to where they can find him ... out in the fringes of space. As expected, they let loose the full force of their nuclear arsenals. Valor gathers the projectiles up and throws them into the sun. He misses only one, whose explosive force he barely survives.

When Valor returns to Lori, she shows him that Baaldur has found its new leader ... him! (Carlson; Waid; Doran/ Farmer/ McDowell)

ECLIPSO # 15
cover date: January 1994
title: "Judgment Day"
comments: Valor appears in flashback to *ECLIPSO: THE DARKNESS WITHIN*.

THE LEGION OF SUPER-HEROES [fourth series] # 53
cover date: January 1994
title: main story: "A Moment in Time"
comments: Rond Vidar studies the Time Beacon Viewer and discovers trouble in the timestream! He takes a time bubble to investigate. Some of the Legionnaires arrive on Baaldur. They find that Glorith's palace is still a mess after their last confrontation. They enter the palace. Glorith stirs, wondering why it is taking so long for her to regain her strength. She becomes aware of the Legion and, although she is not ready for them, she attacks. She summons warriors from various time periods. Glorith suddenly becomes aware of the Legion's plan and disappears. With the help of some of the others, Mysa prepares a spell to trap Glorith. Glorith appears and stops her. Glorith taunts Jo Nah by saying that he will never find Tinya, leading Jo to believe that Tinya is still alive. Glorith disappears and reappears amongst another group of Legionnaires. Glorith kills Celeste for some past betrayal. Glorith turns Kent into a child. Glorith returns to the fight on Baaldur and ages the adult Brainiac 5. Glorith tries to blast Devlin but has her power reflected back on her. Glorith disappears in a flash. Elsewhere, the United Planets discuss the arrest of the Legionnaires. (Carlson; McCraw; Immonen/ Boyd)
title: sub story: untitled
comments: After having her powers reflected back at her by Devlin O'Ryan, Glorith finds herself at the mercy of the Time Trapper. He recaps the origin of the Pocket Universe and how frequent trips by the Legion to that dimension caused it to become more and more unstable. He talks of how he enlisted Glorith from the war-torn planet of Baaldur, enhanced her natural age-altering powers, and sent her to stop them. Instead of destroying them, she toyed with them by reducing them to toddlers. They retaliated and defeated her. As punishment, he reduced her to protoplasm and abandoned her on a forgotten world. However, her powers remained and she was slowly able to re-grow her body and return to Baaldur to plot her revenge. Her failure allowed the barriers to continue to atrophy. The Time Trapper expended great amounts of energy to maintain that other universe but, despite his great powers, even he could not foresee an unpredictable series of events. Superboy and the Legion discovered the secrets of the Pocket Universe. A battle with the Trapper ensued and Superboy was killed. By killing Superboy and manipulating events to prevent other heroes from rising, the Trapper left this universe unprotected. Three super-villains from that universe's Krypton wiped out all life on his Earth. By then, Glorith had risen to power. After Valor refused her advances, she displayed her strength by destroying Daxam. On Earth, the

Trapper created a second Legion as a secret army and hid them in stasis in the Time Institute. Glorith was then confronted by the weakened Time Trapper who offered her a partnership. She mocked him and quickly destroyed him. Glorith then stepped into his place in history, replacing him totally as Glorith the Time Trapper. The Dominators discovered the hidden Legionnaires and, believing them to be clones, started batch SW6. Glorith's latest scheme led to the death of the 20th century Valor. That plot cost her her strength and proved her final undoing. Her arrogance fractured the timestream, for but the briefest moment, but it was enough to enable the Time Trapper to return! The Time Trapper drains Glorith of her power and leaves her for dead. (Carlson; McCraw; Immonen/ Boyd)

LEGIONNAIRES # 10
cover date: January 1994
title: "Little White Lies"
comments: On the mysterious planet, Antares II, the Legionnaires discover the inhabitants to be Proteans. They soon find, however, that Khunds have crashed here also. In Acapulco, Brainiac 5 shocks Cosmic Boy's heart into beating again. Legionnaires also find a kid with no heartbeat and Brainy shocks him too ... his heart also restarts but something else happens too. Chameleon tells others of trouble with Sklarian raiders ... Kono shows up to meet with the Sklarians. On Antares II, Khunds kill a Protean before they are subdued. The Legionnaires discover the Khund/Dominator experiment found on board ... Kid Quantum! (Carlson; the Bierbaums; Sprouse/ Hughes/ Immonen/ Story/ Farmer)

L.E.G.I.O.N. '94 # 62
cover date: January 1994
title: "Big Babies!"
comments: Gigantus becomes the latest member of the R.E.C.R.U.I.T.S.. Lobo receives word that Superman vanquished Mongul and is still alive. Borb Borbb is promoted to the core team. Vril Dox runs tests on his son. In space, Lady Quark is attacked by the doppleganger; it steals her memory and leaves her for dead. Stealth finds Vril Dox running experiments on their child and becomes furious. Their baby tells them to stop fighting. Stealth is shocked and falsely believes her baby is speaking due to one of Vril's sick experiments. She attacks him.

VALOR # 16

cover date: February 1994
title: "D.O.A. Part Five: World Enough ... And Time"
comments: D.O.A. 5 of 6. Valor wakes to find Lori missing. He sees her near the mountains walking into an energy vortex. Within, Valor watches as the Time Trapper being talks of the failure of the three who stand before it ... how Baaldur is a stage set up by it and how the three have failed to tempt Valor. He watches as it gleefully kills two of the three. When Valor tries to save the third, who he believes to be Lori, he learns that she is a just some unknown woman ... Lori is the Time Trapper! She says that with her magic and his power, they can rule the universe! Suddenly, a rift forms and the SW6 Legionnaires drop out. Lori tells Valor they are here to get her. He is unsure of what to do. Believing that they are attacking, a fight ensues. Saturn Girl reads Lori's mind and discovers her secret. Saturn Girl and Ultra Boy try to sneak up behind her but are aged into helplessness. Valor, now angry at Lori, demands to know who she is. She reveals that she is Glorith! She will cure him on one condition ... that he swear his allegiance to her, so that together they may lay claim to the galaxy! (Carlson; Waid; Doran/ McDowell)

LEGIONNAIRES # 11

cover date: February 1994
title: "The Astonishing Return of Kid Quantum"
comments: The Legionnaires and Proteans escape to the Vaults as the Khunds awaken. The entire Protean race is waiting at their Vault of Concourse. A dying Kid Quantum tells Dragonmage how he was deceived by Glorith and volunteered to carry the Soul of Antares to protect his race from enslavement. The Proteans begin the Ritual of Restoration. With Dragonmage's magic, the Proteans complete the ceremony and save Kid Quantum. An added bonus: his stasis powers have become internalized. He easily stops the attacking Khunds. Cosmic Boy is being treated in a medi-center. Andromeda notifies Chameleon that they are returning with Kid Quantum. The boy that Brainiac 5 is trying to save manifests meta-powers. (Carlson; the Bierbaums; Sprouse/ Phillips/ Story/ Grawbadger/ Martin)

THE LEGION OF SUPER-HEROES [fourth series] # 54
cover date: February 1994
title: "Time's Change"
comments: Celeste reappears as green energy. The team goes to Quarantine. Brainiac 5 worries about Rokk Krinn using his new power gauntlets. Jo Nah wants a time bubble to search for Tinya. Spider Girl is offered membership. Wildfire has not yet rejoined. On the way to Talus, the Legion encounter U.P. forces, including the Sub-Heroes. They arrest the Legion and take them to Weber's World. Jacques defends the Legion. The Legion is disbanded. Jacques spies on Universo and learns of his deceptions. Jacques helps the Legionnaires escape. Vi takes command of the team. On Rimbor, the Legionnaires don new identities. Jo is captured by the gang called the Dragins. Note: Die-cut cover celebrates the "new" Legion ... as outlaws! (Carlson; McCraw; Immonen/ Boyd)

L.E.G.I.O.N. '94 # 63
cover date: February 1994
title: "We Fight and Fight and Fight"
comments: Stealth fights with Vril Dox. Stealth unintentionally calls her son a freak. She sees how much it hurt him, stops the fighting, and holds him. In deep space, Lobo attacks Superman (this follows the events of *ACTION COMICS #695* and *SUPERMAN: MAN OF STEEL #30*). The evil doppleganger of Lady Quark lands on Ith'kaa and places Garryn Bek under arrest for desertion. Back on Cairn, Phase learns the baby Dox can talk. After a slight argument, Lady Quark attacks Marij'n. Captain Comet fights Lady Quark. Comet reads her mind and learns she is the doppleganger. Lady Quark buries Comet under tons of rubble. Lobo is angered when he is saved by Superman.

LEGIONNAIRES # 12
cover date: March 1994
title: "Street Justice"
comments: Kid Quantum is sworn in as the newest Legionnaire. Invisible Kid goes to Acapulco to help but falls victim to the boy's power. Legionnaires go to Paris. Saturn Girl uses a mental boost to help Cosmic Boy. Matter-Eater Lad is assigned to help with the Sklarian problem. Legionnaires try to help a Dominator child but he blasts them away. (Carlson; the Bierbaums; Hughes/ Sprouse/ Gardner/ Story/ Cramer)

VALOR # 17

cover date: March 1994
title: "D.O.A. Part Six: The Tyranny of Time!"
comments: D.O.A. 6 of 6. As the dying Valor and the Legionnaires face off against Glorith, Saturn Girl telepathically instructs Triad to send two of her bodies behind their foe. Valor asks how long Glorith has been planning this. She explains that when she first learned of him, she realized how perfectly his power would complement her own. During his tussle with Supergirl, Glorith used her time-spells to age and cripple the serum in Valor's body. She then staged the mishap on Cairn where they met. With his help, they conquered Baaldur in mere days. At that moment, two of the Triads attack but Glorith sees them and renders them helpless. The other Legionnaires attack and are overwhelmed. Valor stops her by feigning that he has decided to join her. Together they leave the weird realm. The Legionnaires revert back to normal. Once outside, Valor tells Glorith that she will not have his help in her mad plans. The Legionnaires fly out of the vortex. Brainy insists that Valor can't possibly die. Suddenly, Cosmic Boy ceases to exist. Brainy insists that it is a momentary distortion ... that the timestream will correct itself. Valor lands and asks Glorith to turn her back on tyranny. He wants her to tell him that she loves him more than she loves the power. She cannot. Valor dies in Glorith's arms. The Legionnaires arrive. Frantic, Brainiac 5 grabs Glorith saying "This can't be happening! Don't you realize what you've done?!". Ultra Boy disappears. Brainy tells Glorith that she must fix things. She says she can bend the timestream but she can't repair it! Just then, a vortex opens up and the time-lost SW6 Valor appears. (Carlson; Waid; Doran/ McDowell)

L.E.G.I.O.N. '94 # 64

cover date: March 1994
title: "The Goods!"
comments: Vril Dox finds his son working at a computer. He discovers just how brilliant his son really is (probably more than Vril himself!). L.E.G.I.O.N.naires go undercover on the planet Nuhass. A spaceship appears and kidnaps people, including the heroes. The beings look over their spoils. A device is used to place all the captives in stasis. A doctor draws fluid from Stealth. On Cairn, Vril Dox interrogates Lady Quark. She insists that what happened to Comet was an accident. On the kidnappers ship, the heroes find that they can move once again. The doctor teleports Stealth to the lab. He has noted 16 different endorphins in Stealth which can be sold as drugs. The leader, the Brain Bandit, likes her endorphins so much that he dumps all the other captives into space.

THE LEGION OF SUPER-HEROES [fourth series] # 55
cover date: March 1994
title: "Tough Turf"
comments: Spider Girl explains that she and Jo Nah were attacked by the Dragins and separated. The Legionnaires take new code names (B-5, Furball, Jewel, Neon, NRG, Polestar, Pulse, Virus, Wave, and Laurel). On Starhaven, Dawnstar defeats the Bounty entity. The Emerald Dragon and the Dragins trap the Legion. Later, the Emerald Dragon frees them. Vi hears of a secret plot. (Carlson; McCraw; Immonen/ Boyd)

LEGIONNAIRES # 13
cover date: April 1994
title: "Chain Gang"
comments: Legionnaires are teleported by the Dominator blast into a prison. Kono injects Matter-Eater Lad with Grandin Gender-Reversal Disease which changes him into a girl. Invisible Kid frees himself from the boy's vortex. Cosmic Boy wakes. Legionnaires find Dominator girl and have her transport them to the Archduke's palace. They learn that Grimbor is behind Paris' trouble. (Carlson; the Bierbaums; Fosco/ Grawbadger/ Boyd)

BATMAN: COLLECTED LEGENDS OF THE DARK KNIGHT # nn
cover date: 1994
title: (*Batman* reprint): BATMAN: LEGENDS OF THE DARK KNIGHT #38
comments: Trade paperback. Reprints Bat-Mite story containing Legion-spoof. Includes other Batman tales.

THE LEGION OF SUPER-HEROES [fourth series] # 56
cover date: April 1994
title: "Dragon's Fury!"
comments: The Legion and Emerald Dragon use the Dragins to fight others gangs. They reveal the betrayal of Rimbor to the Khunds by Chairman Trombi. Polestar gets violent due to his gauntlets. The Legion head to the Darzyl system. Nura Nal dreams of the return of "him!" (the Time Trapper). (Carlson; McCraw; Immonen/ Boyd)

L.E.G.I.O.N. '94 # 65
cover date: April 1994
title: "Bad Medicine"
comments: Borb teleports back to the ship. He beats the kidnapping aliens and retrieves the others from space. The doctor draws more fluid from Stealth. The Brain Bandit is so high that the doctor takes over. The beings place the captives in stasis again, but this time cannot capture Phase. The Brain Bandit attempts to extract more fluid from Stealth. The imbalance of chemicals in her body causes her to become a wild monster. The Bandit makes it to the escape pod. Phase arrives in the lab. With the help of the nurse, who was actually Phase's informant, the doctor is stopped. The Stealth-monster breaks in. Phase contacts Vril Dox for helps but he doesn't know what to do. Dox's son tells them how to cure Stealth, which they do. When the doctor opens the door to the escape pod, he is sucked out into space. The Brain Bandit floats helplessly in the escape pod, suffering horrible withdrawals.

VALOR # 18
cover date: April 1994
title: "D.O.A. Aftermath ... The Vanishing"
comments: D.O.A. Aftermath. The SW6 Valor recounts how his time bubble shattered in the timestream and he feared he was lost forever. Then he stumbled across a weird rift which led him to them. Just then, the older Valor notices that the dead youth is his younger self! When he sees Glorith, his tormentor, he lunges at her. She stops him saying that she is the only thing knitting the fabric of reality together. As Brainiac 5 attempts to explain the situation to Valor, Dragonmage disappears. Glorith tells Valor that the only way to save reality is for him to replay the sequence of events leading to the legend of Valor ... including his 1,000 years of loneliness in the Buffer Zone! The horror of such a thought causes him to flee. Brainiac 5 orders Glorith to send them to a star-ship, which she does. They follow Valor's energy trail. At Vanishing Point, the Linear Men view the Valor paradox and consider their options. Valor finds himself in deep space watching a large warship fire upon a helpless vessel. After an attack by the large craft, Valor finds himself their prisoner. The Legionnaires locate Valor ... smack in the middle of the Khund warzone! (Carlson; Waid; Doran/ McDowell)

LEGIONNAIRES # 14
cover date: May 1994
title: "Grim Reality"
comments: Legionnaires battle Grimbor. Kono and Matter-Eater Lad learn of link between raids and Paris. Grimbor arrested, Archduke implicated. Dominator girl put in a group home. Matter-Eater Lad still a Sklarian woman, held in prison. In Acapulco, Legionnaires arrive to help. (Carlson; the Bierbaums; Gardner/ Cramer)

THE LEGION OF SUPER-HEROES [fourth series] # 57
cover date: May 1994
title: "Friends and Foes"
comments: The Taines train cadets on Xolnar. In the Darzyl system, the Legion battle the Lallorians. The super-powered Khunds kill Starfinger III. The Legion arrive and soon discover that Chameleon Chief is the one that appeared in the vid which framed them. Elsewhere, the Dark Circle severs its ties with Universo. Ayla's "Light Lass" powers return. At Daxam, on the anniversary of its destruction, Valor and Shady battle Dev-Em. In the first of many time-glitches: The original Dev-Em suddenly replaces the evil version. U.P. Academy members arrive. The Khunds teleport away but Flederweb is left behind. B-5 removes the mental restrictor from Flederweb. He warns that the Khunds plan to blow up Weber's World! Polestar takes off for New Earth. In the timestream, Rond Vidar and Circadia view the destruction of the timestream first-hand! (Carlson; McCraw/ Immonen/ Boyd; Taylor/ Cooper)

VALOR # 19
cover date: May 1994
title: "Deadline"
comments: The Linear Men decide that they must help Valor fulfill his destiny. As the Legionnaires attempt to track the Khund warship, Alchemist and Brainiac 5 fade away. On the Khund ship, Valor breaks free saying he allowed himself to be captured. He recognizes the warlord as Khardan. Valor tells Khardan that the outside of his ship is impenetrable however the inside is not. Valor tears up the inside but then finds himself up against an armored Khardan. The Linear Men notice that Glorith is losing it and send Waverider to force Valor's hand. Valor leaves the Khund ship and is contacted by Saturn Girl. She pleads with him to close the time-loop and then fades. Waverider appears and tells Valor he can use his power to smooth over the paradox of Valor re-living his past life. Valor says he wants to chart a new future. Waverider says that is not possible. Waverider reminds Valor that, before Glorith fouled up history, this fight against Khardan was his very next mission. He vaporized Khardan's prototype craft, setting back Khundian technology some two hundred years! He tells Valor that he is a child of destiny ... fate will force him to re-enact past events. Triad, the remaining Legionnaire, shames Valor into accepting his destiny. Triad vanishes and Valor flies off and destroys the prototype. Back in the 30th century, history stabilizes. The Legionnaires are baffled at the computer's questioning them about reviewing the Valor files. No one can remember why they asked. Waverider tells Valor that in order to maintain the integrity of time, Valor must still spend a thousand years in the twilight dimension. Valor realizes that he still has a lot to do in the few years remaining to him. He asks Waverider how much time he has. Waverider tells him he has 48 hours! (Carlson; Waid; Doran/ McDowell)

L.E.G.I.O.N. '94 # 66
cover date: May 1994
title: "Grit"
comments: The Masked Avenger is out on patrol. He is knocked out by criminals. Strata, posing as Leather Rose, arrives to save him. Vril Dox notifies all L.E.G.I.O.N. personnel that his one-year-old son is the new Administrative Director. Dox's son tells all that he can speak seven languages: Interlac, Cairnese, Coluan, Khundish, Argan, Imskian, and English. The core team returns to Cairn. Stealth learns that her son has chosen a name ... Lyrl (after the late Lyrissa Mallor). Leather Rose talks briefly to the Masked Avenger and then leaves. Vril Dox tells Telepath to scan Lady Quark's mind. As he probes her, the entity frightens him so much that he lies to Dox and says that Captain Comet's death was an accident. Later, the Masked Avenger and Leather Rose meet up again. They reveal to each other that they are Garv and Strata. Garv asks Strata to marry him.

LEGION OF SUPER-HEROES ARCHIVES volume 4
cover date: 1994
title: (*Legion* reprint): ADVENTURE COMICS #329
title: (*Legion* reprint): ADVENTURE COMICS #330
title: (*Legion* reprint): ADVENTURE COMICS #331
title: (*Legion* reprint): ADVENTURE COMICS #332
title: (*Legion* reprint): ADVENTURE COMICS #333
title: (*Legion* reprint): ADVENTURE COMICS #334
title: (*Legion* reprint): ADVENTURE COMICS #335
title: (*Legion* reprint): ADVENTURE COMICS #336
title: (*Superboy* reprint): SUPERBOY [first series] #124
title: (*Legion* reprint): ADVENTURE COMICS #337
title: (*Legion* reprint): ADVENTURE COMICS #338
title: (*Superboy* reprint): SUPERBOY [first series] #125
title: (*Legion* reprint): ADVENTURE COMICS #339

FLASH [second series] # 91
cover date: June 1994
title: "Out Of Time"
comments: Iris Allen escapes the 30th century with her grandson Bart, the son of Don Allen. Don Allen and his sister Dawn, the Tornado Twins, were executed in *LEGION OF SUPER-HEROES [fourth series] #17*. First appearance of Bart Allen, later called Impulse. Some of the details of Impulse's origin are altered following the events of Zero Hour. No Legion appearances. (Augustyn; Waid; Wieringo/ Marzan)

LEGIONNAIRES # 15
cover date: June 1994
title: "Worst Nightmares"
comments: In Acapulco, Legionnaires battle Ultra Boy's nightmares and others. Inferno learns from Keiki, an Atlantean girl, that he is being stalked. Saturn Girl and Live Wire succeed in stopping the boy, Mayf. (Carlson; the Bierbaums; Moy/ Cramer)

VALOR # 20
cover date: June 1994
title: "Sudden Death Overtime Part One: Ahead Of His Time"
comments: Valor flies to prison camp Delthon on the planet Elia. He commandeers the doomsday program, makes contact with the rebels in the Sub-Domina Underground, frees the diamond caste, and polishes off the last of the Dominion planetary defense fleet. He then flies headlong into seven divisions of the elite Greencloak Guard. This attack is happening years before Valor remembers doing it! The Linear Men argue amongst themselves about whether to pull the plug on Valor. When a time-spasm hits the 30th century, one that they believe is not tied to Valor, they begin to believe it might be better to cut their loses and lose the 30th century. Waverider insists they give him the chance they promised. The others agree to 10 hours. Waverider searches for Glorith. Valor frees the people who will become the Braalians. When he had originally freed them, they were broken and barely alive. At this early stage they are very strong and aggressive. Valor is shocked to learn that these people, led by Krinn Magar, are not originally from Earth!! The Dominators had destroyed their planet and they want blood! Valor is forced to fight Krinn. The others join in and Valor is knocked unconscious. When he awakens, he finds the Linear Men hovering over him ... his time is up! (Carlson; Busiek with thanks to Waid; Doran/ Cooper)

THE LEGION OF SUPER-HEROES [fourth series] # 58
cover date: June 1994
title: "Deadly Encounter"
comments: The Legion battle the Khunds at Weber's World. Glorith studies in the legendary Infinite Library, cursing the Time Trapper. She undergoes the final treatment of her rejuvenation spell then heads to Baaldur. She states that she will succeed, even if she has to erase the entire Legion from history (see the D.O.A. storyline in *VALOR*). B-5 learns that there are already a number of bombs planted on Weber's World. Dawnstar arrives to help. Firefist kills Veilmist. A Khund bomb blows up a portion of Weber's World. Laurel Gand is seriously injured. On Tharn, Glorith restores Mordru. Mordru absorbs the mages and their power. Glorith and Mordru form a partnership. (Carlson; McCraw; Immonen/ Boyd)

LEGION OF SUPER-HEROES [fourth series] ANNUAL # 5
cover date: 1994
title: "The Long Road Home"
comments: Vi tells the de-aged Ayla an "Elseworlds" tale of the Legion. (Carlson; McCraw; Immonen/ Marzan/ Swan/ Boyd/ Farmer/ Cooper/ Grawbadger/ Lowe/ Hamilton/ Moy/ McKeever/ Campanella/ Story/ Doran)

L.E.G.I.O.N. '94 # 67
cover date: June 1994
title: "Dark Quark!"
comments: Telepath continues to cover for Lady Quark. Captain Comet finally frees himself from the rubble on Ith'kaa. Lyrl orders Garryn around and has a fit when he is ignored. Pax speaks at Captain Comet's memorial service. After slugging Dox for his insensitivity at Comet's service, Garv tells Strata that he wants her to quit L.E.G.I.O.N.. Lydea Mallor finds Lyrl crying. He tells her that Garryn would not help him with his broadcast. He has Lydea review it. The short message puts her in a trance (it is based on the enhanced charisma program v2.0). Lyrl send Lydea to her quarters. Vril and Stealth tend to Lyrl. Lyrl snaps at his father about how poorly he runs the organization. Outside, Marij'n has a vision.

FLASH [second series] # 92
cover date: July 1994
title: "Reckless Youth Chapter One: Speed Kills"
comments: Iris Allen returns from the 30th century. She tells Wally of her grandson, Bart Allen, and how Earthgov rescued him from the Dominators. She explains that he is the 2-year-old son of Don Allen, who was recently killed, and that Bart has already aged 12 years since birth as a side-effect of his speed powers. Iris has brought Bart to Wally for help. "Reckless Youth" is a three issue story and concludes with Wally helping Bart to control his powers. Iris and Bart remain in the 20th century and their histories will not be tracked. (Augustyn; Waid; Wieringo/ Marzan)

LEGIONNAIRES # 16

cover date: July 1994

title: "Saved By Zero"

comments: First time-glitch in this magazine: Star Boy helps with gravity problems in Tokyo (moments ago, Star Boy did not exist ... Live Wire is the only who notices the glitch). Polestar defends New Earth against the Khunds. Brainiac 5, Saturn Girl, and Triad are in a lab. They are losing a holo-image of Valor ... the computer tells them that no such Legionnaire exists! Cosmic Boy arrives and is told that Valor has retroactively ceased to exist. The computer finally finds data on a 20th century hero named "Valor" who died in 1994 (see *VALOR #14*). As the four prepare to take a time bubble into the past, Ultra Boy, Alchemist, and Dragonmage arrive. As Triad attempts to explain the trouble, reality is repaired. No one knows why the computer has brought up an image of Valor for review (see *VALOR #19*). Dream Girl enters the room (Cosmic Boy and Saturn Girl only notice the glitch). Live Wire, Cosmic Boy, and Saturn Girl talk in private about the time anomalies. Invisible Kid secretly listens. In Tokyo, Ferro drops off a building to stop crooks but it is Bouncing Boy who lands! As Rond Vidar observes the Bouncing Boy incident, Invisible Kid enters telling him that Live Wire, Cosmic Boy, and Saturn Girl suspect trouble with the timestream. Suddenly, both realize what the trio are going to attempt. They rush off to stop the three from attempting to travel into the past but they are too late ... the time bubble screeches out of sight. Rond fears they are lost forever. The SW6 Legionnaires are called to stop Polestar from destroying New Earth's domes. Apparition sees Andromeda in the room dedicated to dead Legionnaires. She says that in Tokyo she had a strange feeling that something odd was happening but when she asked the other members they looked at her blankly ... all except for Ferro, who she couldn't find. Andromeda is shocked! She doesn't understand Apparition's confusion ... Ferro died years ago saving Valor from the Sun-Eater! (Carlson; Waid; Gardner/ Cramer)

VALOR # 21
cover date: July 1994
title: "Sudden Death Overtime Part Two: Two-Minute Warning"
comments: The war-like magnetic race freed by Valor attack the peaceful planet Shareth, intending to make it their own. Valor arrives. Using knowledge from stories told to him by Cosmic Boy, Valor knows his only chance is to challenge Krinn for the position of war-leader. Meanwhile, on Elia, the Linear Men tell an unmoving Valor that they must take him out of the timestream now! When they touch him he fades!! Temporal distortions are occurring. On Shareth, Valor splits into multiple images of himself! The Linear Men arrive and are attacked. Waverider uses his powers to break Valor's time-wave into particles ... turning each of his images into real beings! The multiple Valors easily defeat the magnetic people, who praise him as their new war-leader. When the Linear Men attempt to take him away, Valor tells them they can fight him or work with him. They realize that they have no choice. One Valor brings the magnetic people to Braal. Other Valors pack months of work into days, gathering the other Dominator experimentees and seeding them on their new homeworlds. He mindwipes the Dominator computers, destroying their genetic research. He exiles their scientists to the Aral region. He takes the diamond caste to the newly-settled worlds to help train the new races. Elsewhere, the Linear Men locate Glorith and force her to aid them. The multiple Valors arrive and merge. He has arrived for the final stage ... being sent into the Buffer Zone! Glorith tries to show affection to him but he rejects her and tells her to get on with it. The scorned Glorith does just that. Valor is sent into the twilight dimension. The Linear Men rush to Vanishing Point to complete their work ... but they find they are too late! (Carlson; Busiek with thanks to Waid; Doran/ Cooper)

THE LEGION OF SUPER-HEROES [fourth series] # 59
cover date: July 1994
title: "A Time of Loss"
comments: Following the explosion on Weber's World, a near-lifeless Laurel Gand is brought into surgery. The Lallorians return home, bringing Flederweb with them. Universo's plot is discovered, the Legion is cleared. Infectious Lass stops Universo. Valor, Shady, and Dev-Em arrive to help. In another time-glitch, Celeste transforms into a Darkstar. Rond Vidar and the SW6 Brainiac 5 and Invisible Kid return at that moment and tell Brainy and the others of trouble in the timestream. There they discovered a void where the 31st century should have been. Circadia faded from existence. After hearing that Tinya may be lost in time, Valor tells Jo that he recalls a amnesiac friend in the 20th century named Phase who greatly resembled Tinya. Jo Nah takes a time bubble to the 20th century (see *L.E.G.I.O.N. '94 #68-70*). Rond is told of Laurel's injury. Troy Stewart calls to tell the Legion that a crazed Polestar is endangering New Earth's domes. The doctor informs the waiting heroes that the adult Laurel Gand has died from her injuries. The SW6 Legionnaires try to stop Polestar. The adult Legion head to Shanghalla. (Carlson; McCraw/ Waid; Immonen/ Boyd)

LEGIONNAIRES ANNUAL # 1
cover date: 1994
title: "Castles in the Air"
comments: Elseworlds tale. (Carlson; Waid/ Templeton; Pelletier/ Moy/ Farmer/ Lowe/ Grawbadger/ Boyd)

L.E.G.I.O.N. '94 # 68
cover date: July 1994
title: "Our Product Is Peace"
comments: The Arga-Prime refugees are having trouble assimilating into Cairn's society. Vril Dox handles the situation. His son argues with him, saying his father's methods are stupid. Later, L.E.G.I.O.N. soldiers massacre the Argite refugees! Lydea calls Lyrl and tells him his plan worked. Phase, Strata, and Stealth burst into Vril Dox's office, confronting him about his shoot-to-kill orders. Dox tells them he gave no such orders! He realizes that his son gave the order! Prologue: A time bubble arrives on Cairn. Jo Nah, the Emerald Dragon, emerges from it looking for Phase (see *THE LEGION OF SUPER-HEROES [fourth series] #59*). (Raspler; Peyer; Aucion/ Faucher)

LOBO [second series] # 7
cover date: July 1994
title: "Part 1 The Fragnificent Seven"
comments: Vril Dox appears.

LEGIONNAIRES # 17
cover date: August 1994
title: "End Of An Era Part One: History Lesson"
comments: End of an Era part 1 of 6 (cover incorrectly says "End of an Era conclusion"). The SW6 Legionnaires stop Polestar. Chameleon tells Polestar that Laurel Gand has died. They join the adults on Shanghalla (the original Dev-Em is there also). Both Brainiac 5's and Invisible Kid arrive. Valor gives the adult Brainiac 5 his condolences but Brainy says "I'm no longer sure she's the woman I'm mourning" (implying thoughts of Supergirl?). The adult Brainiac 5 gives Valor and the other powerful members a message. The remaining members are angry at the interruption of Laurel's memorial. Invisible Kid tells them the universe may be destroyed. They all start noticing that things are not right ... Star Boy and Dream Girl, Celeste as a Darkstar. Brainiac 5 bring them over to the statue of the Pocket Universe Superboy ... only some recognize him! Invisible Kid shows them holos of various scenes he has recorded and none are recognized. Rond tells them how he took a time bubble into the future and instead of the dawn of the 31st century he saw only a black void. In another time-glitch, for a brief instant, Chemical King lives and Chameleon is shown as a dead Legionnaire. Invisible Kid traced the fluctuations to the time the Legionnaires entered stasis. Suddenly, Satan Girl, Urthlo, Cosmic King, Lightning Lord, Saturn Queen, and Beauty Blaze appear from the time beacon images. Inferno recognizes Satan Girl (a Supergirl doppleganger). Ultra Boy recognizes Urthlo (a Lex Luthor robot). Glorith and

Mordru are behind the images coming to life. They call to Polestar. The villains fade. The Legionnaires look for Rokk. Glorith says to Mordru "We've captured our pawn just in time. According to the prophecies, Krinn's destiny is near at hand. Do we dare watch it manifest? Why not simply kill him now?". Mordru reminds her of what happened when Valor retroactively died. They fade as the Legionnaires arrive. Before Dawnstar can use her tracking powers, she fades from existence. (Carlson; Waid with special thanks to Busiek and McCraw; Gardner/ Cramer)

VALOR # 22

cover date: August 1994

title: "End Of An Era Part Two: The Center Cannot Hold!

comments: End of an Era part 2 of 6. In the 30th century, Valor helps Dev-Em and the SW6 Laurel Gand to temporarily keep the domes of New Earth from breaking apart. Valor's memories of his own past continue to shift. Valor does remember though R. J. Brande's plan to pull the dead Pocket Universe Earth into real space, replacing their destroyed Earth. Only some of the heroes even remembered the Pocket Universe Superboy. The plan is to use the dead world as a gravity focus, stabilize New Earth in orbit around it, settle the domes back on the planet, and eventually terraform it. Computo uses Tyroc's powers to open a rift large enough to get the new world into real space. Valor, Dev-Em, and Laurel Gand have 42 minutes to tow the planet through the rift. When they succeed, Computo realizes that the physical laws between the two universe are slightly different ... the planet's core has become unstable, turning it into a giant bomb! R. J. Brande insists that they have the know-how to stabilize the core. Suddenly, Computo and Tyroc disappear! Only Valor and Shadow Lass' love keep them from fading too. The computer estimates planetary destruction in 72 hours! (Carlson; Busiek with thanks to Waid and McCraw; Doran/ Cooper)

THE LEGION OF SUPER-HEROES [fourth series] # 60

cover date: August 1994

title: "End Of An Era Part Three: Infinite Possibilities!"

comments: End of an Era part 3 of 6. Glorith and Mordru have captured Polestar. Glorith states that Rokk is a child of destiny and as such, he is greatly favored by the timestream. Slaying Valor without regard to his future cost her tremendous power. Glorith's prophecies indicate that, although they do not know how Krinn's fate intertwines with the Time Trapper, his capture guarantees absolute dominance. On Winath, the Legionnaires figure out Glorith and Mordru's location ... Baaldur. In another time-glitch, Catspaw is replaced by Inferno. Back on Baaldur, Glorith shows Mordru the door to the legendary Infinite Library and holds out the key to open it. Rokk lunges, grabs the key, enters the Library, and closes the door before either can react. Glorith tells Mordru that Rokk is trapped. She believes that with him entombed, his destiny no longer interweaves with their greatest adversary, the Time Trapper. A near-complete gathering of both Legions appear on Winath. They receive a desperate summons from Talus ... Glorith and Mordru are attacking the S.P. base there. In the Legion headquarters, Glorith and

Mordru gain control of the working time beacon. Just as Glorith finishes programming the beacon, the Legions arrive. Glorith kills the SW6 Leviathan, the adult Gim Allon disappears. The time beacon signals that it has located its target ... Glorith and Mordru have called forth the Infinite Man! They absorb all his power, splitting it between them. Time continues to shift: Garth has a robot arm, Vi's eye is healed, costumes change, Ayla is older once again, Kid Quantum is replaced by Mysa, Spider Girl is replaced by Tenzil Kem and Timber Wolf. Glorith and Mordru stand before the Legion almost as gods, declaring that they now have the power to rule the universe! (Carlson; McCraw/ Waid; Immonen/ Boyd)

L.E.G.I.O.N. '94 # 69
cover date: August 1994
title: "Minutes To Go"
comments: Strata quits L.E.G.I.O.N. over the Argite situation. Strata and Garv are to be married that night. Jo Nah sees Phase and crashes into L.E.G.I.O.N. headquarters. He calls her "Tinya" and tells her his name is "Jo Nah". Her memories begin to return. Jo Nah kisses Phase. Strata and Garryn find Marij'n working on something important. Soon after, Garryn sees something of concern in Lyrl's lab and calls Vril Dox. Lyrl's message is then broadcast to all L.E.G.I.O.N. personnel, putting all watching under Lyrl's control. Lady Quark is able to resist the mind control. Vril Dox, who has not seen the message, reaches Garryn. Garryn tells Dox nothing is wrong. Vril meets up with Stealth; Lady Quark crashes in. Jo Nah and Phase realize that she is not Tinya Wazzo ... she is Enya Wazzo, Tinya's cousin! Jo tells Enya that she liked money and was an interplanetary trader. The last thing Enya remembers is that she and Tinya were on their way to buy Tinya's wedding dress. Jo suspects that Glorith's attack was meant to send Tinya into the past, but she hit Enya instead. Jo wants her to return to the 30th century with him. Lady Quark tells Dox that she doesn't appreciate his attempt at brainwashing her. He tells her he knows nothing of it. Using her telepathy, she verifies he is telling the truth. Vril Dox tries to send out a message stripping Lyrl of all authority ... but he is too late! (Raspler; Peyer; Jorgensen/ Pascoe)

LOBO [second series] # 8
cover date: August 1994
title: "Losers Pt. 2 The Fragnificent Three"
comments: Vril Dox appears behind the scenes only, no actual appearances.

LEGIONNAIRES # 18

cover date: September 1994
title: "End Of An Era, Part Four: Changing Times"
comments: Zero Hour tie-in. End of an Era part 4 of 6. Mordru and Glorith have just absorbed the Infinite Man's power. They begin their reformation of reality. Kono fades. Rokk remains trapped in the Infinite Library. Rokk finds Glorith's journal, the grand chronicle of her plans and schemes, which states that his destiny is somehow entwined with that of Glorith and Mordru's greatest adversary ... but it doesn't say who or how. There is no answer to that and Rokk concludes that even they do not know for certain ... which explains why they let him live. In the timestream, Live Wire, Cosmic Boy, and Saturn Girl try desperately to control the time bubble. It shatters as they enter the 20th century. They are saved by the Emerald Dragon (Jo Nah). An image of Superman appears, imploring all heroes to help against a great disaster. In the future, Devlin O'Ryan and Timber Wolf fade. Mysa calls upon the Amethyst power. Mysa blasts Glorith and Mordru apart ... she then fades from existence. After eons of study, Rokk finally opens a door ... to the domain of the Time Trapper! (Carlson; Waid/ McCraw; Gardner/ Cramer)

L.E.G.I.O.N. '94 ANNUAL # 5

cover date: 1994
title: story one: "The Spy Who Fragged Me"
comments: Elseworlds tale (spoof).
title: story two: "L.E.G.I.O.N. Archives"
comments: Elseworlds tale (spoof). Parody of the 1960's style Legion of Super-Heroes story. Vril Dox as Brainiac 2, Telepath as Telepathy Lad, Stealth as Silent Girl, Phase as Ghost Girl, Captain Comet as Comet Boy, Strata as Crystal Queen, Lobo as Lobo Lad, Lady Quark as Lass Quark, and Lar Gand as himself.
title: story three: "L.E.G.I.O.N. 90210"
comments: Elseworlds tale (spoof).
title: story four: "LEGION By Gaslight"
comments: Elseworlds tale (spoof).
title: story five: "Womanman with Girl the Boy Wonder"
comments: Elseworlds tale (spoof). This issue also contained single-page rejected spoofs: "The Savage Sword of L.E.G.I.O.N. the Barbarian", "L.E.G.I.O.N. Dawn", "S.A.N.D.M.A.N. '94", "Batman: L.E.G.I.O.N. of the Dark Knight", "Green Lantern/ Green L.E.G.I.O.N.", "The Sound of L.E.G.I.O.N.", "Orphans of S.P.A.C.E.", "L.E.G.I.O.N. Blue", and "The Newsboy L.E.G.I.O.N.".

VALOR # 23

cover date: September 1994

title: “"End Of An Era", Part 5: Infinite Valor”

comments: Zero Hour tie-in. End of an Era part 5 of 6. Two hours ago, Valor and Shadow Lass received a distress call from the Legion of Super-Heroes. For a moment, they could not remember who the Legion even were! They are now on their way to their side. Suddenly, Valor begins to vanish. Someone grabs hold of him and they both pull each other back into reality. In the Infinite Library, the Time Trapper tells Rokk Krinn a tale. He says that originally his intentions towards the Legion were pure! Rokk tells the Trapper that he is the greatest menace the Legion has ever faced. On the planet Talus, the Legionnaires are being beaten back by Glorith and Mordru. Valor and Shadow Lass arrive ... with Superboy! Elsewhere, the Time Trapper continues his story and explains that in order to save the Legion from the eventual Crisis in Time, he divided the team into two time-tracks. That has caused half of the temporal problems that they are experiencing. On Talus, Valor distracts Glorith by saying he will join her if she spares the Legion. Superboy knocks her out. Unconscious, the infinite energy in her body escapes. The two Dream Girls shove Valor into the energy on a hunch. Valor grows with power. In the Infinite Library, the Trapper explains that he hid the “extra” Legionnaires within the Time Institute in time-stasis. Years later, they would be discovered by the Dominators who named the batch SW6. He goes on to tell how he created the Pocket Universe as a safe haven for his “extra” Legion. However, before he could make it secure, the world was destroyed. He despaired and went mad. His constant attempts to fix the problems only made matters worse and corrupted his memory and the timestream. He says that Glorith and Mordru’s alterations of time would have been impossible without the paradox of the twin Legions. In this most recent reality, he found himself under attack at the end of time (see *ZERO HOUR: CRISIS IN TIME #4*). He was sent tumbling back into the timestream. The shock awoke his memories. He found his way back to the Library, where he waited for the one he knew was soon to come ... Rokk Krinn. On Talus, after unsuccessfully fighting Mordru, at the suggestion of the two Brainiac 5’s, Valor lets him have his share of the infinite energy. Mordru soaks it in, expanding to a point that his frail human form could not handle. With his mind closing down, Saturn Girl mentally commands Mordru to transport himself to the planet’s core. His mind however pictured the Pocket Universe Earth and it is there that he has been sent! Shadow Lass and Valor fade from existence. The Legionnaires despair. Superboy gives them a pep talk which gets their spirits up ... he then disappears himself (he appears next in *SUPERBOY [third series] #8*)! Although they can no longer even remember the lad’s name, the are now determined to find a way to win! (Carlson; Busiek with thanks to Waid and McCraw; Doran/ Cooper)

SUPERBOY [third series] # 8
cover date: September 1994
title: "Big Trouble In Smallville!"
comments: Zero Hour tie-in. The Pocket Universe Superboy re-appears after disappearing in *VALOR #23*. Superboy (the clone) meets the Pocket Universe Superboy. At story's end, the Pocket Universe Superboy fades for good.

ZERO HOUR: CRISIS IN TIME # 4
cover date: September 1994
title: "Zero Hour"
comments: 32 hours before Zero Hour: At the end of time, Hal Jordan blasts the Time Trapper backwards into the timestream (next chronological appearance in *LEGIONNAIRES #18*). 28 hours 49 minutes before Zero Hour: The Linear Men first learn of the Crisis in Time. 21 hours 38 minutes before Zero Hour: Superman, Metron, and Green Lantern send out summons to other heroes. Note: Five issue mini-series (numbering counts down to #0). (Carlson; Jurgens; Jurgens/ Ordway)

ZERO HOUR: CRISIS IN TIME # 3
cover date: September 1994
title: "Zero Hour"
comments: 16 hours 22 minutes before Zero Hour: The Time Trapper reveals to Polestar that he is the future Rokk Krinn (see *VALOR #23*). 14 hours 39 minutes before Zero Hour: Legion members Emerald Dragon, Cosmic Boy, Live Wire, and Saturn Girl join Earth's heroes in New York City. 14 hours 1 minute before Zero Hour: L.E.G.I.O.N.'s Vril Dox launches a probe into the timestream (see *L.E.G.I.O.N. '94 #70*). (Carlson; Jurgens; Jurgens/ Ordway)

L.E.G.I.O.N. '94 # 70
cover date: September 1994
title: "Down To Zero"
comments: Zero Hour tie-in. Vril Dox finds the body of Kanis-Biz in his office. Dox murdered Biz years ago, however this body has been dead only 3 minutes! Stealth and Lady Quark find Lyrl and the others. Telepath contacts Marij'n. When Phase tells Jo Nah that the Argite massacre occurred a day earlier, Jo insists that they have to leave immediately! The time bubble begins the trip back to the 30th century. Marij'n brings a weapon to the fight scene to stop the evil Lady Quark doppleganger. As Lady Quark prepares to fry Lyrl Dox, Marij'n shoots her, dissolving the impostor. Lydea Mallor captures Stealth. Vril Dox discovers that Biz is but one of many chrono-temporal energy disturbances. He prepares and launches a probe into a temporal rift (see *ZERO HOUR: CRISIS IN TIME #3*). An entropy rift damages the shipyard. When Vril Dox tries to dispatch crews to the site, he learns that his code is invalid. Lyrl arrives with Stealth, Lydea, and others. Lyrl tells Vril that his persuasion software is based on his father's charisma program. Lyrl wants his father's help bringing "order" to the universe but knows he won't get it. Lyrl calls soldiers to arrest Vril. Stealth breaks free. Vril tells her to run for help. Phase arrives to help Stealth (she explains that she phased out of the time bubble at the last instant). Elsewhere, Strata and Garv are married. Phase and Stealth arrive at the church for help. Strata goes against Garv's wishes. At a mock trial, Lyrl states that the Argite massacre was ordered by Vril Dox. Lyrl has his father placed under arrest and takes possession of all L.E.G.I.O.N. assets. Strata, Stealth, Phase, Lobo, and Borb break in. The team saves Vril Dox and kidnaps the mind-controlled Telepath. Once outside, the "outlaws" find a spacecraft which erupted from a temporal vortex. They escape in the craft. Lyrl is now in full control of L.E.G.I.O.N., however he doesn't care at all about the temporal disturbances plaguing the member worlds. Lyrl Dox states that he wants his mommy back ... and his father dead. (Raspler; Peyer; Jorgensen/ Aucion/ Pascoe)

ZERO HOUR: CRISIS IN TIME # 2
cover date: September 1994
title: "Zero Hour"
comments: 12 hours 34 minutes before Zero Hour: Legion members Emerald Dragon, Cosmic Boy, Live Wire, and Saturn Girl appear with Earth's heroes in New York City. 10 hours 6 minutes before Zero Hour: A group of heroes try to save 30th century New Earth. Elsewhere, Extant kills Waverider and absorbs his power. 8 hours 9 minutes before Zero Hour: Metron's Mobius Chair is used to close the 30th century rift, saving New Earth. Polestar and the Time Trapper arrive. The Time Trapper returns the 20th century heroes home. He transports Emerald Dragon and the SW6 Cosmic Boy, Live Wire, and Saturn Girl to the Pocket Earth. He and Polestar follow shortly after (see *THE LEGION OF SUPER-HEROES [fourth series] #61*). 7 hours 59 minutes before Zero Hour: Hal Jordan appears and re-opens the rift, destroying the 30th century. (Carlson; Jurgens; Jurgens/ Ordway)

THE LEGION OF SUPER-HEROES [fourth series] # 61
cover date: September 1994
title: "End Of An Era, Finale: Borrowed Time!"
comments: Zero Hour tie-in. End of an Era part 6 of 6. R. J. Brande and the Legion try to figure out how to keep the Pocket Earth, which now imprisons Mordru at its core, from exploding! Emerald Dragon and the SW6 Cosmic Boy, Live Wire, and Saturn Girl are transported from New Earth to the Pocket Earth (see *ZERO HOUR: CRISIS IN TIME #2*). Polestar and the Time Trapper arrive. As Rokk greets Lydda, she disappears. The Time Trapper reveals to the Legionnaires that he is the future Rokk Krinn. He tells them that Rokk was destined time and again to try and prevent the Crisis in Time ... instead, Polestar broke the pattern and chose another route. He explains that the SW6 Legion were meant to survive the crisis, instead their existence further weakened time. The two versions must merge into one. NRG reveals that he has inhabited the dead Dirk Morgna's body. Both Nura Nal's try to view the future but only see darkness. Although it takes nearly all of his remaining power, the Time Trapper prevents Apparition from fading by retrieving the time-lost Phantom Girl back to this time period. Phantom Girl and Jo Nah are reunited. Phantom Girl says that only moments before she was on the ship with Enya. The two Legions merge. The Time Trapper leaves to perform his final task. The 30th century fades. (Carlson; Waid and McCraw with special thanks to Busiek; Immonen/ Boyd)

ZERO HOUR: CRISIS IN TIME # 1
cover date: September 1994
title: "Zero Hour"
comments: 1 hour 58 minutes before Zero Hour: On the Pocket Universe Earth, the Time Trapper explains to the Legionnaires that the two Legions must merge in order to save their history. They join together and fade from existence, leaving only the Time Trapper (see *THE LEGION OF SUPER-HEROES [fourth series] #61*). Hal Jordan appears, kills the Time Trapper, and takes his power. 24 minutes before Zero Hour: At Vanishing Point, Metron and the Linear Men find Vril Dox's probe. They use the technology to create the new Waverider. 60 seconds before Zero Hour: Hal Jordan, using the name Parallax, appears before the heroes. Zero Hour: Hal Jordan destroys the timestream. (Carlson; Jurgens; Jurgens/ Ordway)

LOBO [second series] # 9
cover date: September 1994
title: "Losers -Part Three- Th' Fragnificent Hundred!"
comments: Vril Dox appears in flashbacks and in present.

SUPERMAN: TIME AND TIME AGAIN # nn
cover date: 1994
title: (*Superman* reprints): ACTION COMICS #663 and 665, and ADVENTURES OF SUPERMAN #476-478
comments: Trade paperback. Includes *ACTION COMICS #664* and *SUPERMAN [second series] #54-55*, *61*, and *73*.

ZERO HOUR: CRISIS IN TIME # 0
cover date: September 1994
title: "Zero Hour"
comments: The heroes prevent Hal Jordan from recreating the universe in the manner he desires. Instead, they enable the universe to come into existence as it should, following its own natural pattern. Note: The post-Zero Hour Legion of Super-Heroes are mentioned in the fold-out DC Universe timeline. (Carlson; Jurgens; Jurgens/ Ordway)

Tim spun around. A hole gaped in the opposite wall. Then he saw ... his teacher ... crumpled in a heap on the floor. He ran to her.

"Professor! Sarya!! Are you all right?! Please be all right. Please!!", sobbing, "Oh, gods.".

Her hands sifted through piles of dirt, gravel and rocks. She was sure there would be tools and perhaps even other more valuable items mixed in with the rubble. Part of the roof had caved in but it was still evident that the room had been a laboratory of some sort. Whether it had belonged to a scientist or a mage, she wasn't sure. Ekron had been rumored to be the home of both in its ancient past.

The inflame goggles helped, but still it was somewhat difficult to see. The one who had built this series of rooms had constructed them deep in the heart of the mountain. Minor cave-ins were everywhere. Progress was slow, tedious. But she had a feeling deep inside that this trip would be more than worth the effort.

Nothing in that pile. Damn! This was the innermost room of the complex. She had sensed for some time that she was close ... to something. As if she were being led on, almost forced to search, to find.

Luornu crossed to the opposite side of the room. She still hadn't explored this area. But now she was afraid that all her efforts were for nothing. That this whole mountain was as empty as she had felt inside for the last year and a half.

Tears welled up in her lilac eyes. First Luornu, so sweet, so innocent, killed by that damned holovid come-to-life of Lyle's. She would never forgive him for that. Then Luornu, the center of her being, dying in a stupid accident. Gods, how could this have happened.

She thought she had put this behind her, but now she realized what a joke that was. She'd been criss-crossing the galaxy for the last year, eking a meager living out of salvage, but just existing really. Always searching for something to make the pain go away, or maybe just hiding from herself.

Not that her teammates hadn't been supportive. They had urged her to stay. But what would have been the point. First she'd been Triad. Then Duet. What the hell was she now! She knew she couldn't even attempt master-level tri-jitsu with just one body.

More tears. It would have been so easy to stay with her friends. Become an object of their pity. But she would never let that happen. No way!! She slammed her fist down on the panel in front of her.

Suddenly, a humming sound filled the room. The square center portion of the panel rose up until it separated from the rest. It formed what looked like some sort of lock-box.

Her pulse flared. This is what she had been waiting for all along. Somehow she knew it deep in her soul. Her stormy temper had worked wonders for her once again.

The panel was completely lit up now. She pulled the tear-stained lume-glasses off. She sure didn't need them. A soft green glow filled the cavern, emanating from the box in front of her. She tentatively reached out her hand to the box. It felt warm to her touch. Alive.

The lid seemed to melt away at her touch. Inside was one of the strangest objects she'd ever seen. A crystal-like sphere, and the green glow was coming from it. It seemed to be carved to resemble a giant eye. Gingerly, she reached out both hands and placed them on it.

Fiery images filled her mind. Of life. And of death. Much death. Of empires falling ... of stars flaring into nothingness ... of a boy king sitting upon a golden throne. And then in the midst of this whirling maelstrom of images ... a voice. A voice of pain, of sorrow, of power. Abruptly, the images vanished, as suddenly as they had begun, leaving only the voice.

It ... no, he, spoke to her in a language she couldn't hope to understand, and yet she did. He made overwhelming promises. Her blood boiled as emerald fire ran through her veins. Strength flooded her, strength such as she had never known. Despite all this, or perhaps because of it, she wrenched her hands from the globe.

Loss of contact diminished the voice slightly, yet still it spoke on. But she was used to voices in her head. Used to fighting for her own identity. She would win this battle, for she now knew that's what it was, in the same way she had won every other one, with perseverance and inner strength.

Back and forth they struggled. She relived the deaths of her other selves over and over again. But she fought, dragging pain deep from within him through their link. His chaining and torture; his binding beyond the touch of Death herself.

The voice stilled, momentarily. They both realized, in the same instant, that she was incapable of being his puppet. Then the voice spoke again. Spoke of compromise, and of the ancient wizards of Ekron. Spoke of mutual goals, and of his birth in the heart of a long dead star. Spoke of shared strength to support each other. Was this a trick? Perhaps, but she listened.

She listened to the voice with the center of her being, her soul. She listened for a very long time. And then she smiled.

Ker-Chung!

"That's another goal for me, Rokk. I don't think your mind's on the game today."

"You're probably right Kort. But pass me the ball and we'll see if I can't get it going."

As the ball shot over to him, he reached deep within himself, unblocking his energy centers, letting the strength of the planet flow into and through him. He scooped the ball up in a wave of magnetic force, and began to push it. But he could already feel Kort pushing back.

He slid the ball around Kort's center-field, but was blocked again. He tried going over the top, but was dragged down. Every thrust he made was countered. Sweat broke out on his forehead, ran down the back of his neck. Push, dammit, push. At least he wasn't the only one straining. Kort's long blond hair was plastered to the sides of his face.

He wanted to give himself to the mag-flow, but other thoughts kept forcing their way into his head. Andromeda. He wasn't even the team leader anymore and still he was the only one who knew she was still alive. She'd been forced to give up almost two years of her life. And Imra and Brainy both still hadn't returned from their extended leaves of absence. Damn! He needed Imra to talk to. Esper just wasn't the same.

Ba-Chang!

"And that's game Rokk. Boy, you really weren't with it today."

"No, I guess not."

"Twenty-one points to twelve. You know, I think that's the biggest margin I've ever beaten you by."

"Enjoy it while it lasts Kort. I'll be ready next time."

"Yeah, I know. You'll probably beat the iron right out of me. But I'm sure glad I came to earth. I missed our battles. I think I had more fun losing to you in the final of the Championships than I did winning it the year after you left. No competition."

"Yikes! Kort, I'm late for the Legion meeting. And today we're inducting two new members."

"Well fly to it, buddy."

Rokk pushed off, feeling his ring lift him high into the air. He pushed his already strained body, riding a magnetic wave to give him that little extra zip. It was times like this that he wished he had XS's power. Lyle would toast his butt for being late for sure.

"Well, since it looks like Cos is a no-show let's begin the meeting."

"Aw, come on Lyle. Give him another five minutes."

"Okay, Jo. But that's it."

Lyle thumped down in his seat. Just once he wished Rokk would give him the respect as leader that he had given Rokk. Oh, well.

"Lyle, don't get down on yourself or on Cos. He really does support you, you know?"

"I'm not sure I believe that, but it's good to hear you say it Jan."

"Hey ... Jo, me and some of the guys are gonna go out partying tonight. Ya wanna come?"

"Gosh, I dunno C.K., I might not be able to hang with you guys."

"Cut the C.K. crap, Jo. You know my code name now is Spectrum."

"Oops, sorry, Ulu. Who's going with you?"

"Well, Cham and Ral and Solon ... oh, sorry, I forgot."

"Yeah... well... I guess I'll pretty much stay in."

"Sorry, Jo."

"Okay everybody, since Cos's still not here, I suggest we start ..."

"Hold on everybody, I'm here."

"Well it's about time Rokk. I'm sure our new applicants appreciated the extra waiting time as much as we did."

"Sorry."

"Well ... don't let it happen again. Now, everybody, I want to welcome our two new applicants. The membership committee has already approved them, so now they will be up for a full vote by the whole team. Who wants to go first?"

"I do!". A young blond man stood up, dressed from his neck down to his tips of his boots entirely in black. "My name is Hart Druiter and I think I belong on this team.".

"Tell everyone here about yourself, Hart"

"Well, I'm from the planet Myar, the alchemist's planet. Ever since I was young I've been something of a prodigy among my people. Alchemy involves change, and my people use it to change the environment around them. But I used my studies to change myself. My body has become the very definition of alchemy. My abilities can now change instantly, to give me the edge to defeat any foe I face. I call myself Nemesis."

"Wow, that sounds pretty impressive, Hart. Would you care to give a demonstration?"

"I sure would. I want to show just how strong my power is by challenging the strongest legionnaire here to a fight. Star Boy!"

"Me? You're kidding right? Somebody tell me he's kidding. I'm sorry Hart, but I can go toe to toe with Valor on his best day. You wouldn't stand a chance."

"Now Thom, if Hart is willing to risk it, I'm sure you can accommodate him."

"Well, okay Lyle, but don't say I didn't warn you. I'll try to take it easy on ya kid."

"Hey, don't do me any favors."

The kid was just standing there, so Thom figuring he'd wrap this up quick, charged at him using speed only Jenni could've reacted to. But suddenly Hart was dodging him. Circling him, grabbing and twisting. And Thom was flying through the air. Hart couldn't believe the strength coursing through his body. Thom landed with a thump. Got to his knees a little shaken. Look, nobody could do that to him. He was Star Boy!

He'd see how the kid liked a little "electric" vision blast. Not enough to hurt him ... much. Just give him a good jolt. *K-krackle!* Thom poured it on, but it just kinda arced off the kid's chest. He acted like it tickled.

Then Thom had a thought. Maybe the kid was somehow prepared for his "super" powers. But there's no way he'd be prepared for Thom's "natural" power. He pointed at Hart and began to increase his mass. But as Nemesis sank to his knees, Thom found himself beginning to float in the air. He was caught in some kinda "lightness" field, and he couldn't even fly out of it. And the kid was up on his feet again.

"Okay, you two. Enough. Hart, I think you've proved your point. You fought our most powerful member to a standstill. I say ..."

"Hey, Lyle, I wasn't through yet."

"Well, Thom, I kinda think you were."

"Now, Hart, as I was saying, I think we're ready for a vote. All in favor ..."

"Um, Lyle."

"Yes, Hart."

"I just wanted to say one more thing. Just so no one could say I held back. My power kinda has a limit. It's great against any one foe. But it kinda gets confused against more than one opponent. It's not too much good then."

"That's okay Hart. Many of our members have limits on their powers. Jo here, Ultra Boy, has all the powers of Valor, but can only use them one at a time. And the looker behind those sexy dark glasses, Lydda Jath, Midnight, is as strong as Star Boy, but only at night. Still, when you've got someone that powerful for half of every 24 hours, how could you turn her away? No way! And I feel it's the same with you. Plus, I applaud your honesty. Now let's put it to a vote. All in favor?"

A chorus of "Ayes".

"Any opposed?"

Silence.

"You're in Hart. Now will our next applicant step up."

The tall figure, cloaked and veiled in scarlet, stood and walked, almost glided, across the room. Vi thought there was something elegant in that walk, but almost imperious. The figure stood in front of Lyle, then flung its arms out wide.

"I am Projectra of Orando."

And suddenly they were all floating in outer space. Stars flared around them. Bitter cold began to seep into them. Lyle tried to shout but could not. They could not even seem to breath. And yet the veiled figure floated almost serenely before them. And then just as suddenly ...

They were in the meeting hall again. Left gasping in their seats. Before Lyle could even say anything, Projectra spoke again.

"I have the gift of bending and shaping reality to my will."

And suddenly they were covered with water, deep, deep within the sea. Dark, monstrous shapes moved among them. Again Lyle couldn't breath. It was hard to see through the murky water. The weight of the ocean pressed down on him. And then ...

The room became what it was before, an ordinary meeting room filled with confused Legionnaires.

“I see with the mind’s eye, and I know that all of life is simply ... an illusion.”. Projectra bowed before them.

“Well ... uh ... I’m not sure about all that, but I say that anyone that can set the whole Legion back on its heels gets my vote. Everyone?”

Nervous cheering.

“Nays?”

A little awkward silence.

“Well, I guess you’re in. Now, our next order of business ...”

Suddenly, green flecks of light begin to appear and twirl madly in the center of the room. Spinning, flashing like knives, they begin a strange dance, and start to form themselves into a human shape.

“Projectra, are you causing this?”

“Not I.”

“Legionnaires stand ready! This could be an attack!”

A flash of verdant light. A familiar face.

“Oh, it’s hardly that.”

“What???”

“Hello, Lyle.”

“L - L - Luornu?”

“Please, call me Emerald.”

End Part I

Section VIII - Justice League 2995 (part three):

The following is an ongoing original story by AOL member StBehrens. He had originally submitted the concept to DC a few years ago and has reworked it into the reboot reality for this 'zine.

Prelude: Old Things Are New Again

by Shaun Behrens

What Has Gone On Before ....

Slowly, but meticulously, Alexander Wayne has gathered heroes from all around, hoping to form a new team based on the ideals and dreams of a very old one. The cornerstones are in place, heroes with ties to the past are answering the call, even if they don't know it. Mischief, India Blue, Kevik Mann, Wildfire, Fate, Griffin ... the New Justice League.

While Wayne has found the forces of good necessary to be the team it must be, a dark cloud has enveloped the horizon. Vandar Adg, the Walking Man, Vandal Savage ... many names for a man of immortal evil. He has shown his face in the 30th century, and all the pawns are beginning to fall into place ...

Chapter Three

Isle of Man, Earth. 2995.

He stood at the end of the long table and walked away from it, leaving his guests to ponder his next move. He crossed the room and peered out a solitary window, watching as lightning danced from one spire of his castle to another. For no particular reason he thought of the way the lightning had skipped on the tents of his camp during the Crusades, when he slaughtered Moor after Moor after ...

"What more would you like of us, Vandar?"

Stirred out of deep thought, he turned his attention back to his guests. With large, quiet strides he covered the space between the window and the table in an uncomfortable speed, and silently slid into his tall chair. He tapped his rather long, but well manicured fingernails upon the table and looked around at his guests.

On his right and hooked up to an awkward group of life support machines was Ivo, a mastermind tactician who had found a way to his own sort of immortality. Sitting across from Ivo was Mr. J'Onzz, whose green-hued skinned reflected dimly the storm outside. He had been around for a millennia, and had only recently grown tired of Vandal Savage's games, choosing instead to procure a legacy that would survive long after he had left this existence. Lastly, there was Charen, with her rather garish tattoo covering well over half her face. It was in the style of an old clock face, showing her loyalty and high place of stature in the Church of Chronos. She

was also Chronos' current familiar. Lurking somewhere in the shadows, well above the lovely Miss Charen, was Vandar's current associate, Vrykos. Vrykos had been many things at one time: soldier, prince, father, and ... man. That was no more.

As Vandar surveyed this rather motley crew the tension in the room seemingly doubled, than tripled. Those that had bothered to respond to his cordial invitation this late afternoon had known Vandal Savage as a meticulously clever planner. He had engineered many a great caper in his time. Now, he feared, his time had passed.

"Of you, J'Onn," he said turning to the Martian, "getting back to your query, nothing else. You have given me your word that you would not interfere with my plan. Feel free to go back to leading those children of yours ...".

"Thank you, Vandal.". He looked at the others still seated, "Good luck ...". He walked out of the room, turning invisible, and made his way down the stairwell to his waiting private shuttle craft. A short time later the low drumming of its engines could be heard as J'Onn J'Onzz, the Martian Manhunter, left the dreary castle and all those in it.

"Very well, as you can see, the Manhunter and I have an agreement. What do you two have to say for yourselves?"

There was a gurgle sound as Ivo struggled to say something.

"Spit it out old man, I am not inclined to listen to a sloth like you sputter out nonsense. If you have something, ah, poignant to say, SAY IT!!"

Again, a gurgle and a light moan was all Ivo could muster.

Vandar stood up, shoving the table away from himself in the process, and pulled a Giffen Mark V Magnum pulse cannon out of its well hidden place. He aimed and fired three quick shots at Ivo, who could only spring open his eyes in stunned, shocked disbelief. The bursts turned Ivo and his life support devices into so much pulp and machine parts. Vandar then wheeled, and turned to Charen, who hadn't quite gathered in all the information around her.

"Wh, wh, why did you d-d-do that?". She blurted out in such a scared voice that it even surprised herself.

Vandar merely smiled to himself, thinking how apropos it would be if Charen's tattoo somehow loosened itself from her and made its way into the shadows of the room. The smile grew larger still, as he slid the hand cannon back into his sidearm, and then into his coat. He did so love it when a plan came together.

"Don't be afraid Charen. You see, this was a debt almost a thousand years old. You don't destroy the Justice League and not include Vandal Savage in your plans ...". He smiled in devilish amazement now, nearly forgetting his sole remaining guest.

Charen began to speak and found herself using an old form of English - - the language of the Church of Chronos. She quickly calmed herself and switched to Interlac, thus regaining composure. "I see. You don't perchance have a similar feud with Lord Chronos, do you?".

"22nd century English ... Interlac ... it makes no difference. Chronos? No, I had no disagreement with your 'god'. On the contrary, I often admired the work of your 'lord', having never really associated myself with him. Pity."

"Yes, he was a great man, who recently rose and was seen here on Earth not long ago."

"Whatever your fancy, Miss Charen. Do you know that we have something in common?" he said, his eyes suddenly growing larger.

"And what is that?" Charen responded, never breaking eye contact. She had heard of the treachery to which Vandar Adg would resort, and the followers had prepared a weapon for her in case he attempted to harm her.

"Well, my dear, you have knowledge of Oblivion. Its old name really means nothing to me now, but I have heard that Oblivion describes it quite nicely."

"I have no idea what you're talking about.". Her hands wrestled around in her deep pockets for Vandar's means of destruction: a chronal disrupter.

"Oblivion, the fall of the House of Opal? Doesn't this ring a bell? Any little whistles going off in your pretty little head?"

She quickly grasped the round object in her purse. "Why would I ... I mean the House of ... I mean the Church of Chronos know anything about this place Oblivion?".

"Did I mention that it was a place?". Vandar Adg walked over and grabbed an apple from the centerpiece on the table. He polished it against his vest and strode into the shadows.

"Not telling the truth is an original sin ..."

- - Crunch! - -

He bit into the apple loudly.

Although Charen loathed violence - - all the legions of Chronos followers did - - she was willing to use it for self-preservation. She depressed the detonator and went to get out of her chair. She felt a cool mist envelop her from above and noticed a fog surrounding her lower body. She was almost positive she heard a soft voice.

"I think your castle has a leak Adg," she said nervously, "perhaps I should leave and give you time to repair it.".

She reached into her pocket and prepared to hand Vandar something he could think about for the next decade, or whenever he saved himself from the time stream.

- - Gasp!! - -

It wasn't there. The chronal disrupter was gone, and in its place was the rotten core of a large apple.

As she turned to run, a cold, clammy hand touched her on the cheek. She fell to the ground, not realizing she had been slapped with incredible force. Charen screamed, but nothing came out. Putting a hand to her face she could feel a bruise forming and blood coming for her split lip. She looked up to see a man with pale skin and a rather lavish costume coming to kneel beside her.

"I'm sorry force was necessary, but you must tell us about Oblivion."

Charen knew it was Vandar, but had no idea as to the identity of her assailant.

He leaned in close and she could see his eyes glowing in the dimly lit room. His breath was cold to the bone and could almost be seen in the relatively warm room.

"Do not be afraid," his voice was thick with an ancient accent she did not recognize, "we merely want something you have that we wish to use.".

Charen didn't know if she was losing consciousness, but she felt her guard slip down. Wondering if she was dying and feeling her willpower slide out of her, she wearily responded, "Yes, I will help you.".

Vandar Adg crept further into the room's darkness and smiled again. "Very good Vrykos, very good indeed.".

Metropolis, Earth. 2995.

"This is good. No, I take that back, this is great. We've been here for five, whoops, six hours now - - which have felt like six weeks - - and we still haven't received a message from your superior officer."

"Hey, it isn't my fault princess. It seems that I'm having some problems with my boss."

Kevik Mann sat back and watched his two compatriots jeer each other along. Perhaps, if they didn't like each other so much, they would be able to keep a safe distance from one another, he thought to himself. This, however, wasn't the case.

"Maybe we should just fly to Mars, Emery. My butt's starting to fall asleep."

"Look, Blue, I haven't even been cleared to leave Earth, let alone cleared for an ICC cruiser." David Emery replied, rocking back and forth in his chair.

India Blue stood near the room's only window and looked down into the pavilion below. Normally, the pavilion in front of the Metropolis branch of the Science Police was full of every type of sentient species, running to and fro with their legal counselors, or SP officers. Today it was unusually empty, the result of people being thankful for the Legion's intervention in the Sun-Eater affair.

"You know what really burns me Emery? The fact that your boss, Weiskaupt, is so, I don't know ... creepy."

"Viceroy Weiskaupt has some hang-ups, sure, but he has never given me the run-around like this before."

Science Police Officer Dvron entered the room. He was carrying the standard SP-issue Omnicom.

"Whew, great day, isn't it? Glad it's slow around here. This is your incoming short-burst message Officer Emery. It is for your eyes only, if you now what I mean ..."

"Thanks, Dvron. If we need anything else, we'll holler."

Emery reached into his coat and pulled out a thin apparatus that looked like goggles, except they were solid obsidian. He slid the cool black eyepiece over his eyes, blocking out any and all light. Hanging from the goggles was a thin wire that jacked into the SP Omnicom. He pressed his thumb against the 'com's identification box and waited for a response.

India hadn't been paying much attention to the events surrounding her, but Emery's virtual reality unit piqued her curiosity. She had only heard rumors about Kord Tech's foray into an old science, applying new twists. Virtual Reality (VR) had been all but obsolete for four hundred years, and had only been reinvented in the last couple of years because the ICC requested it. The idea behind using VR was perfect for an information gathering service such as ICC. Read 'spy-house', India thought to herself. No one had the ability to break into virtual reality communications because no one had a code-breaker that was old enough.

"Nice unit, Emery."

"Thanks. Okay ... here's my incoming communication. Be quiet India ..."

"Aye, aye, captain ..."

Emery relied on implied thoughts to control the movement of his VRU. Thus, if he thought "up and to the right" his guide, a smaller version of himself, would walk up and to the right. A message board appeared in front of his "little voice" telling him that a message from Weiskaupt was awaiting.

"Go, Weiskaupt."

The message board disappeared and Viceroy Weiskaupt walked towards him, out of virtual nothingness.

"Officer Emery, I'm sorry this message has been delayed. We had trouble with your incoming burst message."

"What of my request for information on my Omnicom, and the Silver Slasher?", Emery thought to himself.

"Both requests have been sent through the proper channels and every effort was made regarding your Omnicom. However, at this point in time, we have to consider it gone."

"What about the Slasher?"

"Information on the Slasher is confidential. Your request has been denied."

"Denied?"

"You are no longer level S-9 in regards to security control."

"When did this happen?"

"When the company you kept began to deteriorate in regards to abiding by the law."

"Please, Viceroy Weiskaupt, explain!". Emery grew frustrated and wondered, subconsciously, what the hell was going on?

"Do not take that tone with me, Officer Emery.". Weiskaupt, a man of small stature and weasel-like appearance, approached David. Emery could almost smell his breath, which he was sure would smell like Hykranian shrimp. If one could smell in VR.

"But sir ...". Emery's thought was cut off ...

"... no buts about it Emery. Here is some information you probably don't have on your 'friends'."

Various message boards appeared within Emery's field of vision. Each of them contained information on his friends. Doctored information was what Emery thought. One showed an outstanding warrant on the planet Ooman for Kevik Mann. Apparently, confidence men and their practice were not welcome on Ooman (at least the confidence men from off-planet thought so).

"Bloody grife, Weiskaupt! That warrant is over twenty years old. Besides, that backwater planetoid probably trumped up the charge to scare him off the planet."

"That may well be true Officer Emery, but let's bring him in for questioning."

"I'm sure Kevik would be happy to. He's quite familiar with United Planets' law and can easily represent himself. India and I will come to Mars with him since we have business there. We're pretty close to finding out what we need to know about Oblivi..."

"India Blue?". Weiskaupt walked off towards nothing and paced back and forth. "India Blue, as you can see from the file footage presented, may have ties to the Sklar.".

"Sklarian Raiders? Yeah, and I'm Valor."

"The Raiders ... one and the same. By the by, Officer Emery, do you always take a saint's name in vain, or is that something you picked up from your new friends?"

Emery ignored him, and instead watched as the file footage went back three years to when India Blue was nineteen. It showed her on her native island of Themyscira, diving several hundreds of feet into the Aegean Sea, diving ... naked?!". David Emery thought up the command for a close-up and couldn't believe he was granted one. It started at India's feet, moving up her strong legs ...

"Wow, look at that!"

"Emery!!"

Emery shook his head to get Weiskaupt's yelling out of his thought medium. "Sorry, sir. Vid-unit, please continue.".

The audio on the production continued as the scene changed. In a charming computer voice, it told of India's "alleged involvement" with the Sklar while on Mars. It concluded that this was a reason, based on "probable cause", to bring in India for questioning as well.

Emery could feel the blinders being slapped on, with the Interstellar-Counter Intelligence Corps closing its eyes. "You have to be kidding Weiskaupt. She is seen walking by some Sklar who are talking to some Vegans ... and if you took the liberty of watching the whole vid-pic, you would have seen me, slightly off camera, walking with India. This is a joke.".

"There is no joke to any of this Officer Emery. Consider yourself suspended until we have had time to look into any wrongdoing you may have committed while in tow of the young Ms. Blue."

"Fine, Viceroy Weiskaupt, you'll regret this."

"I think you will be the one doing the regretting. Remember, you aren't the only member of the ICC that has the meta-gene."

Emery's goggles went blank and he stored them in his jacket. "Dammit, we have to get out of here.".

"Why?"

"That's an easy one, Mann. The ICC thinks you're some sort of con-man wanted on Ooman, and that India runs with the Sklar ..."

"Ahhh, the Ooman affair. It seems the past always catches up with you. The warrant, is however, based on trumped up charges."

"I thought so." Emery said, walking over to India. "What about the Sklar?".

"Sklar, bar. I don't 'run' with them, and don't know any personally. While I am sympathetic to their cause, I ..."

"Can the witty chatter, India. We've got company."

Kevik Mann came over to the window and peered down into the pavilion. Four individuals had entered it, and all of them stood out. On a busy day, no one would have noticed four ICC agents entering Science Police Metropolis, but it was an unusually slow day. The denizens of Earth were still getting over the Sun-Eater affair and crime was unusually low for the day. All of them wore the standard-issue ICC uniform which was black on black, with blue and red highlights; but this trim was hardly noticeable. One of the four was actually flying at a very low rate of speed, his body consumed with flame, although his uniform did not burn. The others had relatively normal appearances.

"Grife, grife, grife ... they've sent the Regulators. Not good."

"You know those goons?"

"Unfortunately, yes. I was almost a Regulator, but they canceled the program. Some high-tech subsidiary of the ICC ran the program instead."

"Well that one is Coluan, David. They don't venture off-planet much."

"I know, Kev. Unless you're thrown off. That's Cy'ber Gath, he's a hunter. Definitely not a scientist."

"Who's the one that's afire?"

"He goes by Sun Emperor, and is from Earth. I don't know much else, and have no idea who the fourth one is bringing up the rear."

"What about the third one, the point-man?"

"That my dear India is Breaker ... he's a Titan and likes to break people."

* * * * *

"They know we're here. Not that they can do anything about it. We have two fresh warrants and a letter of suspension for Emery."

"That's too bad, Breaker. I was hoping for a more direct confrontation."

"I realize that Nigel ..."

"I go by Sun Emperor ..."

"I'm sorry, Nigel. We have to do things by the book. Weiskaupt doesn't want this to go awry."

"What about Adg? He wants this settled by any means necessary."

"Patience Mimik, patience." Breaker said, looking at the individual bringing up the rear guard. If you looked at Kirt Niedrigh a.k.a. Mimik closely, you could see his face and body morph several times a second. He only kept up the facade that he was in control of his body, and not vice-versa.

"We have all day to take care of this. Cy'ber, you have a bead on Emery's meta-signature?"

"He's not going anywhere we can't find him."

The foursome entered SP headquarters and acquired the proper identification.

* * * * *

While the Regulators were taking the main grav-vator to the tenth floor, where India, David and Kevik were once waiting, the trio were taking the freight grav-vator to the ground floor, and to their apparent escape. If it weren't for the very real fact that the Regulators were acting under the auspices of the ICC they would have surely blown through the three floors that separated them and the trio. Cy'ber Gath bit his tongue and Breaker kept his men in check, much to the chagrin of the Sun Emperor.

In a matter of minutes they were in Central Park, the last naturally forested region in all of the Metropolis megalopolis, which almost went down the entire upper eastern seaboard.

"Okay, David, you said you had a plan. You want to tell us about it now?"

"Yeah, just a sec, India. I'm gonna create a little Mischief."

"Wait a minute, mister. Creating 'a little Mischief' is like being a little bit dead."

"Perhaps she's right, David."

"Look you two," David said, stopping in his tracks, "changing here, in Central Park will not scare anyone or alert anyone to our presence. I'm sure they know where we are.".

They walked briskly through crowds of sentients of every size, shape, and color. Emery soon changed into his alter ego, that of Mischief.

Five sweaty minutes later ...

"Maybe this wasn't the best idea ..."

"Quit your crying ... just be glad you don't stink."

"Spies ..."

It was almost a whisper, and India thought she was hearing things. "You guys hear anything?".

"Like what?"

"Nothing.". They kept moving along, wondering what their next move would be.

"Spies."

It was unmistakable and now Kevik Mann heard it. He was now sure that they had made a mistake going into the park.

"David, India ... I think I should take a look around ...". He began to walk, but with each step he reached a foot higher off the ground, until he was four feet in the air. He wasn't positive, but it looked as though David's changing into Mischief had attracted a crowd.

"Spies!"

Mischief turned and saw a wall of sentients closing in around him.

"SPIES!!"

India stopped and was surprised to see several individuals with sticks and other weapons in their hands. "Kevik, what's it look like?".

"Not good, India, not good at all."

"As you can see, it would be best if you spies came with us ..."

Mischief grimaced, as his knuckles went white. "Well, if it isn't Weiskaupt's right-hand man. Or is that lap dog?".

India slid her rope band out of her pocket and slipped a metal ball into a preordained slot. She now had a weapon to cut through the crowd, a crude, but most effective mace. Kevik had merely slid his force knuckles on, reminding himself why he was no longer a young adventurer.

He was old.

"You know your place, Mischief. Why don't you round up your merry little group and come along."

"Why don't you frag yourself?"

"I was afraid you would say that. Boys, get these spies in line. Please?"

Sun Emperor was the first to attack, firing up even before Breaker had finished his sentence. He was in such a furious hurry that he burned his suit off, scalding Cy'ber Gath in the process. Mimik began to grow thick, blond hair covering his entire body. He was more than big enough to give Mischief trouble. Breaker merely surveyed the mob he had created, waiting before he would summon them into the melee.

The Sun Emperor rose high above the crowd, getting a bead on his prey. He was promptly blasted from the sky and into the ground at Breaker's feet.

"Ooooops. Hey, this isn't a private party is it? I hope not, because I hate crashing parties!!". The man in the sky smiled, knowing he had just changed the big picture. His hands were aglow, and if one looked closely they could see a faint aura surrounding him. An aura that allowed him to fly and be virtually invincible. His name was Wildfire. Or Drake Burroughs, if he liked you.

Breaker wasn't sure what to do. Mimik had already lunged onto Mischief, who was slightly smaller than his counterpart. Cy'ber Gath shook off the Sun Emperor's heat flash and prepared to fire a weapon at India Blue.

"Okay, little girl ... Amazon or no Amazon, I'm gonna bag you just like I do all strange, beautiful, and extinct species ..."

"Give it your best shot, frog.". India stood strong, prepared and determined to fight her assailant. She also smelled something.

There was almost a hint of brimstone in the air, and Kevik Mann, who had come back to earth when the assault started, watched in nervous anticipation of what would happen next. In front of him, and the crowd, the air began to dance around and warp. Seemingly out of nether space, walked a tall man wearing a golden mask with a deep blue and yellow costume. India saw him out of the corner of her eye and remembered stories about him from her youth. He, or as was often the case, it, hadn't been seen in nearly six-hundred years, but he had come in various incarnations before. He was once an agent of Order, and then a soldier against dark magic. Throughout it all, there was one name that always attached itself to this persona.

Fate.

"Please, come with me.". The voice was soft, but soothing. It also possessed a strong sense of direction to it.

Mann looked at his choices and didn't hesitate. "David! India! Listen to him, he's our only chance right now.". He jumped into Fate's long, overflowing cape which had taken on a life of its own.

India dodged Gath's weapon, a heat-seeking net of sorts, and loosened her metal ball. She spun, twirled and fired it at Gath, hitting him square on the nose and knocking him unconscious. She then ran into Fate's cape, running to nowhere, and somewhere, all at once.

Breaker couldn't believe what he was witnessing. In a span less than a minute long, he had lost control of the situation. Weiskaupt wouldn't be happy, and Adg ... he would just be mad ...

"Attack the spies! ATTACK!!". He screamed as his nose bled under the incredible strain of manipulating several hundred sentients.

Mischief took this as his cue to escape. What he lacked in size - - Mimik was in better and bigger shape than Emery - - he made up in experience. He quickly subdued him, and was waiting to spring on Breaker. Instead, he too, jumped through the dark cape and ended up with his friends.

"I believe we will meet again, Breaker.", Fate spoke, "The Illuminati is not as feared as it once was, nor should it be ...". He stepped back into his cape and was gone.

"I guess it's time for me to fly.". Wildfire was still above the crowd keeping an eye on the entire situation, and allowing his commander an "eye in the sky". He flew down directly to where Fate had been, pouring the speed on as he went. There were several sonic booms as he bent acceleration to his bidding, apparently willing the dynamic forces of speed to cats themselves aside.

- - POP - -

He entered a hole no bigger than a moopsball and joined his allies.

Breaker stood dejected. Beaten for the first time. But not broken ...

Somewhere in the Catskill Mountain Range, Earth. 2995.

David Emery, India Blue, and Kevik Mann sat at a table on a large deck connected to a large mansion. Drake Burroughs sat with them, as did Haarlack the Khund. Mann was surprised that Fate - - India had told them all the stories from her childhood - - was a warrior by birth.

"Excuse me, Haarlack, but when is our mysterious benefactor going to show up?"

"In due time, Mr. Emery. In fact, it looks as though he has."

He walked with a great amount of confidence to the table and stood at the end of it. Behind him, a magnificent sunset was sharing itself with the world.

"Thank you, for coming."

"We should thank you, as you did save our lives back there."

"Perhaps Mr. Mann, but today you have restored - - saved - - something I thought I would never see again. Something that meant honor and devotion. A commitment to an ideal. To do what is right."

"I'm sorry, but I think you've lost us ..."

"Actually, Ms. Blue ... India, I have found you, as you have found your way to me."

"Okay, okay, I've heard this spiel before. Why don't you tell them your master plan, Alexander."

"Yes, I believe you are right, Drake. I have had an idea ..."

"You mean our idea ..."

"Yes, I'm sorry Haarlack. He's right. This just isn't my idea, it's all of ours."

"And this idea would be ..." Kevik said, not knowing what else to say.

India liked the way Alexander looked, and his confidence was contagious. "Yeah, what idea?".

"It's not so much an idea, but a team. A team that would represent us, our goals. The Justice League."

The Justice League.

To be continued ...

Section IX - <u>Omnicom report:</u>

OMNICOM

Excerpt: The Weekly Galactic News
299602.15

Woman complains:

LEGIONNAIRE ATE MY BABY'S HEAD!

Scientist Proclaims - *"U.P. Citizens May be Next!"*

by T. Troy McNemar

Kahn, Plevitz - Canre Ward claims that new Legion member Gates tried to eat her daughter's head during a vacation to the insect's home planet of Vyrga. In an incident that took place several months before the creature joined the Legion of Super-Heroes, Ms. Ward claims that she and her 6 year-old daughter observed the monster practicing its teleportation when daughter Lynd asked the beast if it were a Legionnaire. Witnesses claim that the bug became enraged and attacked the child. When bystanders tried to separate the two, the creature teleported away leaving the mother and daughter tourists with a 500 credit medical bill and ruining what was supposed to be a peaceful vacation.

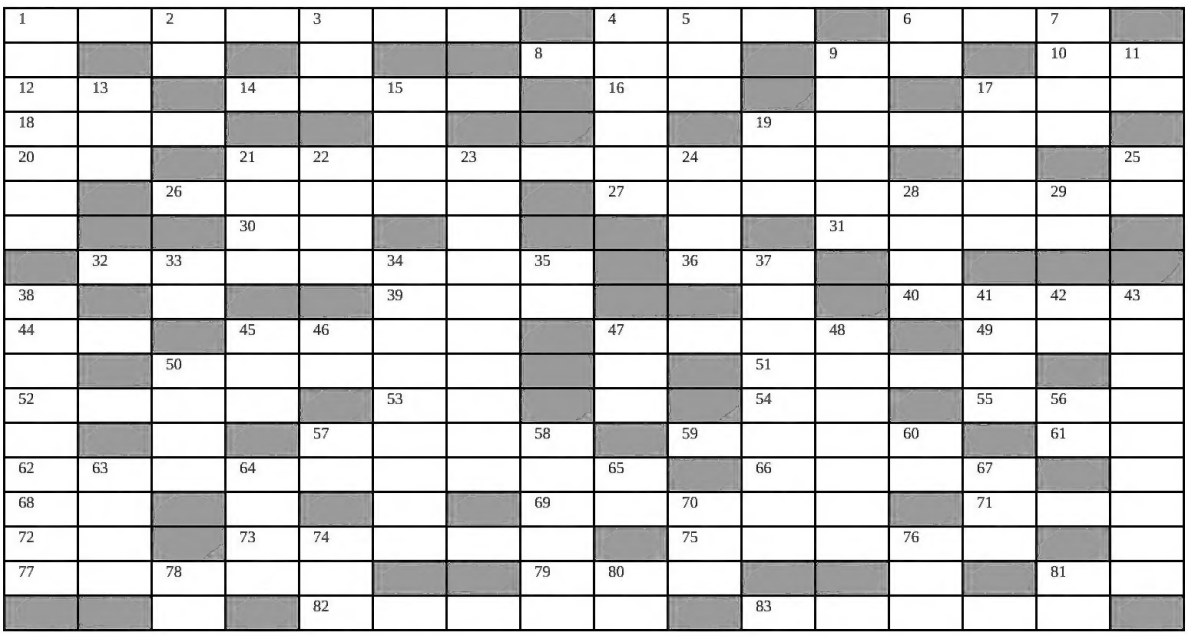
"Little is known about the Vyrgan diet," famed entomologist Biran Grobmer told ***The Weekly Galactic News*** when asked if the newest Legionnaire presented any danger to the general public. From the deep forest on Rimbor where he's conducting his latest study, Dr. Grobmer indicated that not enough studies had been done on the Vyrgans to determine how closely their race resembled those of Earth insects. "It's entirely possible," the doctor said, "that the Vyrgans have sent Gates as a drone to analyze the U.P.'s defenses. They may well intend to have every humanoid citizen of the U.P. as a snack."

Vyrgan and Legion officials denied the incident, calling it preposterous. The Vyrgan ambassador even provided ***WGN*** with propaganda purporting to show that the Vyrgan diet was entirely vegetarian. However, our ***WGN*** straw poll indicates that a full ninety-five percent of ***WGN*** readers don't trust the Vyrgans or their human-eating Legionnaire. Given the recent revelation that a Bismollian is serving as the Legion's chef, substantial questions are raised about the culinary desires of the U.P.'s team of teen heroes.

Section X - Legion crossword puzzle:

ACROSS
1. It is likely that he is the time-lost future son of Garth Ranzz and Imra Ardeen.
4. She was a girlfriend of Jo Nah on Rimbor.
6. You might mistake Reep Daggle for one of these.
8. This Legionnaire will do almost anything for power.
9. People with these initials played important roles in Earth-One Superboy's life.
10. How friends of Mr. Brande refer to him.
12. Legionnaires may put in long hours but they do not receive this. (abbr.)
14. She is the mother of Jenni Ognats.
16. She is the granddaughter of Barry Allen, the Flash.
17. Where Dream Girl spent most of her time.
18. The SW6 Andrew Nolan dropped this.
19. The Legionnaires had to do this to Star Boy when he killed in self-defense.
20. Live Wire is currently this type of Legionnaire.
21. He possesses the Atomic Axe.
26. She was the only female member of the original Fatal Five.
27. Ferro Lad had a blast with this entity.
30. A name that James Cullen might have suggested for Lyle Norg. (initials)
31. He invented a way to turn a person invisible.
32. This Kid's death led to the rule against dependence on an external device.
36. This company created the stargate technology. (initials)
39. Garth did not lose his head battling his brother, but he did lose one of these.
40. This region of space includes the Dark Circle.
44. What Gates originally said when asked to join the Legion.
45. This world orbits Alpha Centauri.
47. The Legionnaires recruited this many criminals to battle the Sun-Eater.
49. What Luornu's three bodies become when she merges.
50. The people of this world each have three bodies.
51. This world was colonized by the Krill.
52. The Legion must occasionally prevent one of these.
53. Name of the institute run by Dr. B'reldan. (initials)
54. She is the Legion liaison. (initials)
55. His idea of a delicacy is a plate of nuts and bolts.
57. Cosmic Boy almost had his cut short when Leviathan arrived.
59 Every female Legionnaire is one of these.
61. Most heroines today are drawn with this. (initials)
62. Possible name for an applicant whose power puts people to sleep.
66. When they first met, Glorith turned a few of the Legionnaires into one of these.
68. Possible nickname for Tinya Wazzo's cousin.
69. Everyone is this to Gim Allon.
71. The Persuader's favorite tool.
72. Triplicate Girl's new name after Computo got through with her. (initials)
73. Every household should have this type of maid.
75. Dream Girl's favorite outfit.
77. Shrinking Violet is one of these. (two words)
79. Saturn Queen's first name.
81. This organization hopes to bring unity to the galaxy. (initials)
82. The natives of this world can generate extreme cold.
83. If you're a native of this planet, stay away from lead.

DOWN
1. Belonging to Salu.
2. What Triad's close friends call her.
3. Valor was this during Zero Hour. (abbr.)
4. He wiped out the Trommite race.
5. What Rokk, Imra, and Garth said when asked to form the Legion.
6. This Kryptonian house spawned the greatest hero of all time.
7. The prisoners on Takron-Galtos would love to be this.
9. This Gand takes crap from nobody.
11. First initials of the Foccart Legionnaires.
13. The Legion limited its membership to 25 in order to avoid this.
15. Most people are this when encountering a Durlan.
17. The people from this world can become phantoms.
19. What Bart Allen might call XS.
21. People have a hard time keeping out of this girl's hair.
22. He became a she for Jan Arrah.
23. She helped found the Legion of Super-Heroes.
24. Brainiac 5 considers all his teammates to be this.
25. Regulus is one of these. (abbr.)
28. Garth's twin sister.
29. She wields the Eye of Ekron. (initials).
33. This 20th century organization attempts to do what the U.P. does in the 30th.
34. He was responsible for the death of the first Legionnaire.
35. This gift from the Controllers could alter reality. (initials)
37. Lyle Norg's genius enables him to become this.
38. She almost helped destroy the United Planets.
41. He was a magno-ball champion.
42. The first name of 4 across.
43. What Jan Arrah said to R. J. regarding the stargates. (3 words)
45. Laurel realized that Ambassador Roxxas was this.
46. Ultra Boy was blamed for her murder. (initials)
47. Jan Arrah helped to do this to the stargates.
48. The Eye of Ekron is this color.
50. Polar Boy is definitely this.
56. He would feel right at home on 30th century Earth.
57. This is one Morrow the Legion may never see.
58. The Time Trapper preferred this title.
60. Star Boy might have used these letters for his insignia.
63. Dirk Morgna loves these.
64. This ancestor of Brainiac 5 nearly ruled the galaxy.
65. What Tharok's clone called himself. (initials)
67. What the residents of Earth probably said after the defeat of the Sun-Eater.
70. What Matter-Eater Lad did on missions.
74. Garth realized he was this when it was learned he was a runaway.
76. This Legionnaire has a 12th level mind.
78. This type of calendar wouldn't be viable in a galactic community.
80. Virtual reality. (abbr.)
81. What the adult Jo Nah might have called himself. (initials)



Section XI - Letters page:

Welcome to the sixth issue of *Legion Outpost II*. This fanzine is FREE on the Internet and will be made available through the mail a few months from now for a minimal fee (to cover reproduction and postage). I hope you like it. This issue all but exhausts the research I've done on the pre-reboot Legion. As far as future issues go, send me anything and everything you've got! This won't work without you!

Before I go on, I'd like to thank the following America Online members for all their help: Myke 4, Policywonk, SGWard, and all those who supplied articles for this issue.

Okay, I have some good news and some bad news. The bad news is that I'm finding that work is becoming more and more time-consuming and that a quarterly 80-page fanzine is just too much to handle. Add to that some other comics-related projects I'm working on, such as an expanded DC Universe mega-history (with footnotes) and a reboot Legion Windows' Help File, and you can see my dilemma. The good news is that I'm going to try really hard to continue to publish *Legion Outpost II* as a 64-pager on a quarterly basis. Next issue: the reboot checklist begins (in a brand-new, expanded format)! Also, Who's Who, original stories, and more. Soon: articles on the Time Trapper, Glorith, and Mordru. Be sure to keep an eye out for a feature on the Five Year Gap and a Superboy history. And in the far future (no pun intended): a reboot Legion timeline. Until next time! LLL.

A note to the readers regarding the checklist: (1) Beginning in January 1991, I began tracking the release dates of DC Comics. I have used that as my source for determining the publishing order for this issue's checklist. Note that my checklist lists the appearances in the order in which they were actually released, not in the order in which they were intended to be released. (2) I have included magazines that deal not only with the Legion of Super-Heroes but also Dox's L.E.G.I.O.N.. Appearances by L.E.G.I.O.N. members such as Lobo, Lady Quark, and Captain Comet outside of their capacity as L.E.G.I.O.N. officers are not included. (3) I did my best to chronicle even the most obscure cameos including all appearances of the Legion-related alien races. Any and all corrections would be appreciated by not only me but all the readers as well.

I hope to publish a new issue every three or four months ... it all depends on you. I will also be updating each issue with corrections at regular intervals. The way to tell the latest revision will be by the version number.

This fanzine was originally written in Microsoft Word for Windows (PC) 6.0. Upon request, I will attempt to save the file in other formats, however I am uncertain whether all of the special features will convert properly.

Well, that's it for now! Please E-Mail all comments and ideas to me at outpost2@InfiniteEarths.org. See you next issue.